

Games for you every Friday!

THE WORLD'S ONLY WEEKLY COMPUTER AND CONSOLE GAMES MAG

# GAMES-X

31st May - 6th June '91  
Issue Six

Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...

VALUE!  
STILL ONLY  
**60P**



## EXCLUSIVE:

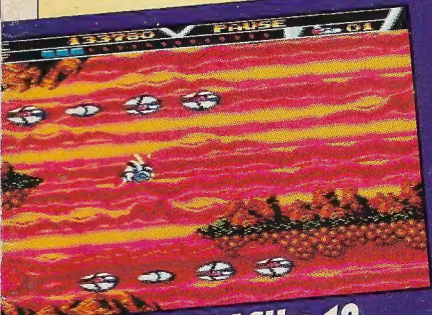
- ★ BONANZA BROS
- ★ EXTREME
- ★ KUNG FU
- ★ ARROW FLASH
- ★ LONE WOLF
- ★ BRIGADE COMMANDER

## EXAMINED:

- ★ ELECTRONIC ART'S STUNNING CASTLES
- ★ CHINTO'S REVENGE AND THE TEAM BEHIND IT

## GAMES FOR THE GIRLS -

DO THEY PLAY GAMES? WHAT DO THEY THINK ABOUT THEM? WHICH ARE THEIR FAVOURITES?



ARROW FLASH p.19



GAMES-X POSTER - WARZONE p.24



CHAOS IN ANDROMEDA



CHINTO'S REVENGE INTERVIEW p.38

THE ONLY MAG WITH THE OFFICIAL WEEKLY GALLUP CHARTS



# AMNIOS IS COMING

Due sometime in July, Amnios is the next item from Porgnosis. Available for the Amiga at £25.99 the game is basically a multidirectional scrolling shoot 'em up.

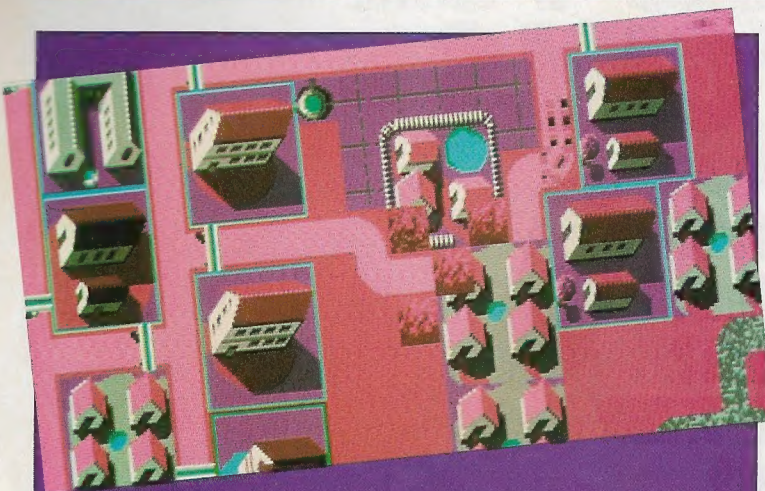
The storyline, written by Porgnosis' Nik Wild, makes pretty good reading. Incidentally, for those of you unsure of what's going on, Nik has included a brief summary at the end of each paragraph.

It lurked at Galactic Centre like some obscene worm gnawing at the heart of a rose. A cancerous life form of planetary dimensions that fed on the very stuff of space time, subverting it to its own needs shaping it into versions of itself in a parody of procreation.

It was called Life Gone Mad, it was Oncabloc. (A big nasty lives in space eating everything it finds).

And so it goes on, and on, and on and on... If the game is as witty and abstract as the storyline I can guarantee that this game will be something else!

Created by Pete Lyon (Goldrunner, Leatherneck, Zynaps, Eliminator, Gravity) and Paul Frewin (Space Shuttle II, Tetra Quest), Amnios features explosive encounters with ten living planets of the worse kind.

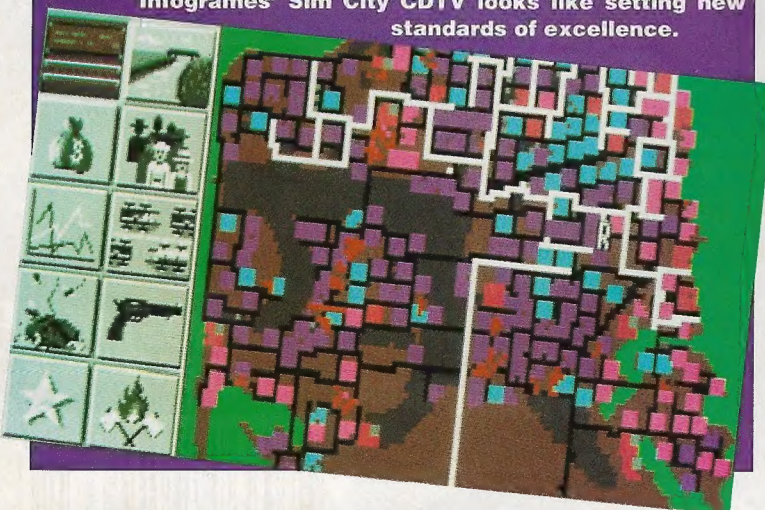


## SIM CITY CDTV

Infogrames has announced its first CDTV title, *Sim City* which has been developed in the UK by a six man team. Programmed in just over three months, *Sim City CDTV* is looking pretty impressive. So much so that it caused the Commodore special projects director to comment, "Very nice. Easily the best game I've seen for CDTV. Better than *Sim City* on the Amiga/Mac/PC platforms."

The game features a whole range of new and improved features including: A user interface incorporating the system's unique remote control pad; four different eras, medieval, western, actual and future; automatic graphics evolution during the game; new introduction in hi-res; integrated help pages; eight new scenarios; zoom mode to display even more detail; and 30 minutes of music from different moments in time.

Available soon for Commodore's CDTV system, Infogrames' *Sim City CDTV* looks like setting new standards of excellence.



## SUPER BARBARIAN

*Barbarian III* is on the way and that's official. After almost two years of speculation about the project, Palace has confirmed that it's definitely in the works. The game's being done by Palace's inhouse team and is to be called *Super Barbarian* - which suggests that this third instalment is likely to be more like the original game's classic one-on-one fighting formula rather than the less-successful arcade adventure sequel.

*Super Barbarian* is currently at storyboard stage, and is slated for release sometime next year. We'll keep you up to date.

## SAVAGE FRONTIER

US Gold, in conjunction with SSI, is proud to announce the next episode from the annals of *Advanced Dungeons and Dragons*. *Gateway to the Savage Frontier* is the first of a new series of adventures set deep within the mystical *Forgotten Realms*.

Starting at the small town of Yarter, you must travel through the barren wilderness in search of four mythical and

magical statues. The *Forgotten Realms* lie besieged by evil forces who, as we speak, are planning to cross the Great Desert of Anaurach in order to fulfil their goal.

Until now one has made it across the sandy plain alive and as such the *Forgotten Realms* have no defences against the attackers. Only with the possession of the four sacred statues will you gain the power to put a stop to the spread of evil across the land.

*Gateway to the Savage Frontier* will be available for the C64, PC compatibles and Amiga (one meg) towards the end of July.



## ROBOZONE

Oh no, as the last remaining Wolverine robot left in New York City it has fallen to you to halt the destruction of the city. A renegade gang of black robots, known

## 3D GOLF

Dispelling the myth that golf is a good walk, *Style's 3D Golf* features some six full size courses impressively displayed as 3D rolling landscapes. You and three mates may play against ten ranked computer opponents, each with his own playing style.

You can pitch and put at any level from novice through to scratch/professional in a variety of game types, such as stroke-play and fourballs.

But it's on the tee that *3D Golf* is different. Like the real game, this sim actually goes into the science of the game, taking into consideration stance, feet position, tee height and correct club choice - and that's all before you actually address the ball.

*3D Golf* is being designed by The Thought Train and it's predicted that the ST version will be the first to be released during the summer with the Amiga and PC versions following on in the autumn.



as the Pollutants, has built a huge furnace into which they are shovelling all the metal they can find. Someone's got to stop their evil scheme and it's down to you.

**Robozone** is an exciting action-packed sideways scrolling shoot'em-up. Featuring three huge levels and atmospheric graphics, Robozone is billed as the year's ultimate shoot'em-up. Coming from Imageworks this

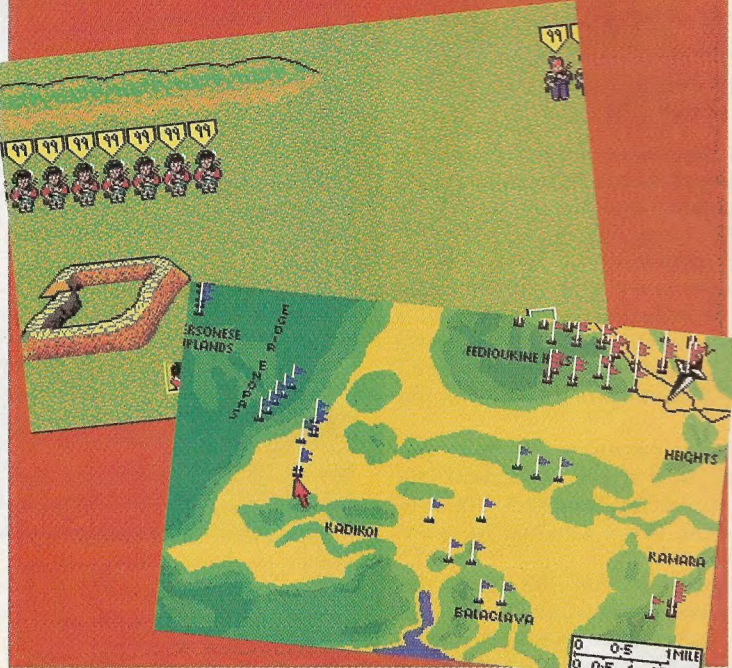


Autumn, the game will be available on the ST, Amiga, C64, Amstrad CPC, Spectrum and PC.

## STRIKE II

Eighteen months ago, Thunderstrike emerged as the fastest game of its kind. Now this futuristic air/combat competition is about to enter a new era of excitement and violence.

The TV corporation which televised



# FULL CHARGE

After the slaughter at Rorkes Drift, Impressions turn their attention to another great and heroic British battle. The Charge of the Light Brigade

Like Rorkes Drift the Charge pitted us Brits against outrageous odds and, once again, you are put in command of the troops in the thick of the action. But what's different about Rorke's and now Brigade is that you take on the guise of a lower level commanding officer dealing with individual men, rather than manoeuvring thousands.

On this occasion, Impressions are packaging a hefty in-depth historical background along with the already lengthy and detailed instructions. The Charge of the Light Brigade is due for release in June. Rorke fans watch out for it.

Thunderstrike has gone universal, and now you're up against a variety of aliens from another solar system. You can travel to different planets to enter competitions and, using the money you've won, make your strike craft the most fearsome weapon in the galaxy.

Each alien race has its own strength and abilities and there are loads of computer-controlled hazards.

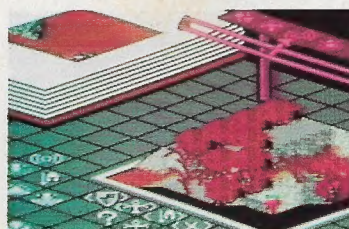
Brian Pollock is coding the game while Spock, who has just finished HeroQuest for Gremlin, is doing the graphics.

Millennium has **Strike II** scheduled for a July release.

## SEGA EPICS

For Sega Master System owners, Techmagic seems to be the label to look out for if you want to get the best and most popular 16-bit releases on your beloved console.

High profile titles to expect include the conversion of EA's **Populous**, **Pacmania** and Psygnosis' graphical



epic, **Shadow of the Beast**.

The games are currently being converted from 16-bit, with Pacmania expected to be the first off the starting blocks. Watch your software shelves – or alternatively keep reading *Games-X*.

# INSIDE

## This Week's Specials

### Games for Girls 10

Girls don't play computer games. Fact or fiction?

### War Zone Poster 24

Muscle bound magnificence.

### Chinto's Revenge 38

The team behind this unique and graphically brilliant game.

## Dish of the week



### Bonanza Brothers 14

Marios Bros look out, the Bonanza boys have arrived with a bang.

## Main Course

### Game Giveaway 7

The last 200 chances for you to win an outrageous game.

### Gallup Charts 9 & 32

### Tip-X 27-30

Brat, Slime World, Operation C, Space Quest IV, Probotector, Chuck Rock and Super Cars II.

### Dr X's Clinic 35

He's a it again with his weekly dose of sardonic humour!

### Console Connexions 36

Want to know what's new on the console scene? Our very own wood gnome tells all.

### Street Talk 40

All the way from Northampton

### Arcade Action 41

Firefighting, violence and highway mayhem are the biz.

### Go Global 44

### X-IT 46

## Games Reviews

<b>Bonanza Brothers</b> .....	14
<b>Brigade Commander</b> .....	16
<b>Extreme</b> .....	17
<b>Kung Fu</b> .....	18
<b>Arrow Flash</b> .....	19
<b>Chaos in Andromeda</b> .....	20
<b>Lone Wolf</b> .....	21
<b>Sega Master: Ghouls 'n' Ghosts</b> .....	22
<b>ST: Mercs</b> .....	22
<b>ST: Team Suzuki Trainer</b> .....	22
<b>PC: Betrayal</b> .....	22
<b>ST: Warzone</b> .....	22



## WE ARE THE CHAMPIONS!

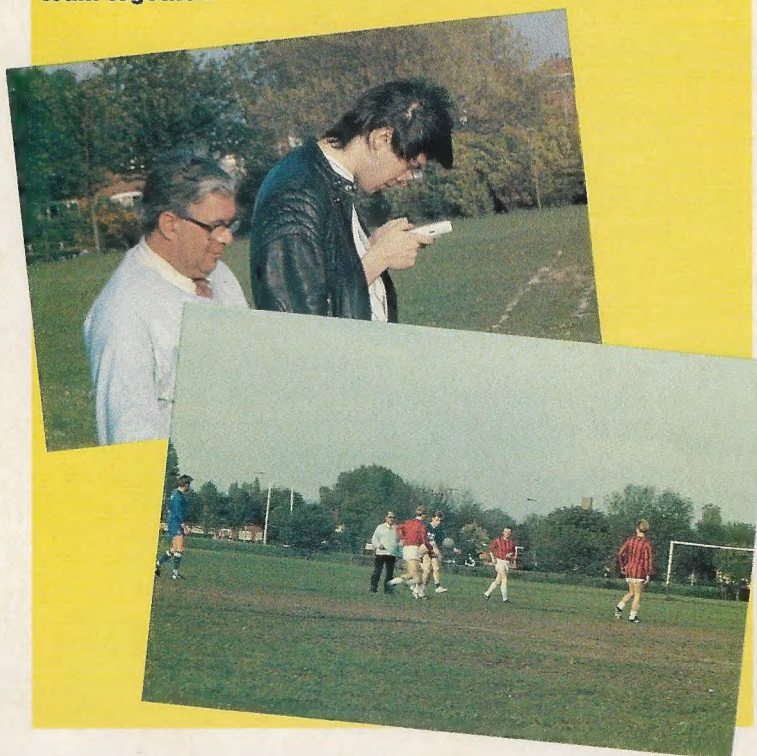
Last week on a playing field in Manchester a combined **ST Action**, **Amiga Action** and **Games-X** scratch football team took on the might of software publishers, **Ocean**, who I am reliably informed, play in a local league.

Such was the fervour and intensity of the opening minutes of the match that Ocean's goalie, I forget his name now, was carted off the pitch to hospital for stitches in a head wound. In a show of typical Interactive generosity he was quickly replaced by **ST Action's** very own Jason Dutton, who promptly let a ball between his legs into the net - good lad!

Shortly before half-time, another casualty this time one of ours with a pulled hamstring. Into the fray, amidst the boos and jeers of sidelines stepped Mr **Games-X** himself, that pensioner of computer gaming, **Chris Stevens** to shore up the ailing Interactive defence.

Meanwhile, amidst the agony of injuries and the euphoria of goals stood a giant amongst men, the esteemed publisher, **Hugh Gollner** calmly entertaining himself - back to the game and the icy breeze - with **Super Mario World** on the **Game Boy**.

To cut a long story short we didn't really need his support anyway coz we stuffed the opposition 5 - 2, in an exciting game full of endeavour, blood, sweat and tears. Thanks **Ocean** we'll give you another try when you've got a team together!



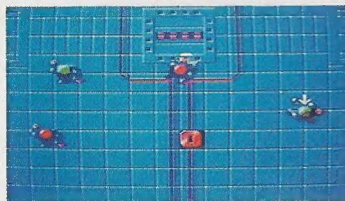
## BUDGET BRILLIANCE

Mirrorsoft's **Mirror Image** series is certainly proving not to be a bargain bucket label. Now it has announced the release of the **Bitmaps'** smash games **Xenon II** and **Speedball** as well as **Cinemaware's** **Rocket Rangers** for an amazing £9.99.

But with such incredible value for



money, could this affect the sales of full price games being released at the same time? One thing is for certain, it must surely put the onus on software developers to make their full price releases just that little bit more polished and impressive.

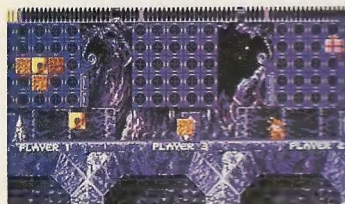


## GAME GEAR

Out in Japan is device that will let you connect your **Game Gear** to a TV and plug in a **Mega Drive** controller for console play! Apparently the machine (no name yet) is pretty big - but it works!

## BRAINBLASTERS

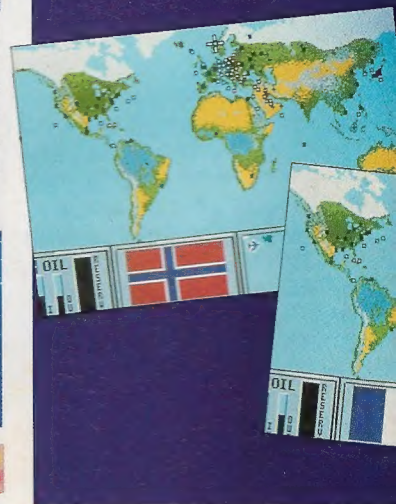
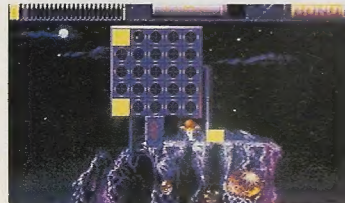
Turned on by **Tetris**? Read on! **UBI Soft's** fiendish little puzzle game, **Brainblasters**, which was scheduled for release many moons ago, is at long last



about to reach the shelves.

It received respectable reviews a year ago, but to refresh your memory, the game is a spiffy little puzzle jaunt in which you're first shown a pattern of shapes and colours, that soon disappears.

You must then manoeuvre little elves to re-create that pattern exactly using a variety of blocks. Collectable



bonus objects pop up that can give you a brief glimpse of the pattern again.

Sounds simple, but the game is quite ingenious, with great presentation and music, and hilarious characters, such as an elf rock band that looks like a miniature **ZZ Top**. Price £19.99.

## MONKEY BUSINESS

**Electronic Zoo** is about to release a curious variety of games on their rather aptly named budget label, **Monkey Business**.

The range, which will retail for £7.99 on **Amiga**, **ST** and **PC**, includes **20,000 Leagues Under the Sea**, a graphical/action adventure based on the



classic **Jules Verne** novel. Also on the starting blocks is the simple but enjoyable arcade platform romp, **Leonardo**, which was originally a full price game.

Meanwhile, if you really want to

## COMMAND HQ

"Microprose makes global conflict fun." This is something that few could ignore. Further investigation reveals this curious statement describes its latest attempt at maintaining global unrest on our screens.

Command HQ is being developed by the celebrated game designer, Dan Bunten and his design team Ozark Softscape. The game hopes to combine Bunten's imagination and skill with gameplay interaction in Microprose's endeavours to present realism on our little screens.

You'll be able to participate World Wars I, II, III and even further in the future. You adopt the rather lofty position of Supreme Commander determining the strategy of the army, navy and airforce. Scenarios include conquering territory and assimilation of a nation and its resources.

In a battle sequence you will see short movies of the action with incredible sound FX, while a modem link up facility means that you'll be able to eliminate a dear friend over the phone lines.

At present there are only plans for PC versions, with the sound card support. Command HQ is due to be released at the end of June, price £34.99.

offers an unusual but clever interpretation of the game.

Leonardo and Table Tennis will only be available on the Amiga and ST.

### SUPED-UP C64

Commodore has developed a machine to bridge the gap between the C64 and the Amiga, but plans to release it extremely vague.

The new discovery - codenamed

the C65 - is ISS compatible. This means that it will be able to produce Amiga



standard graphics, offer a pallet of 4,096 colours and use a 6052 processor.

It will come with a 3.5 inch disk drive able to run existing C64 games. Software houses persuaded into writing games for the machine however, will be asked to push the machine to its limits to provide gamers with an incentive to buy.

The price of the C65 is yet to be decided, although some key sources have proposed a selling point of about £200.

### PACK CUT

Following the announcement of the new Atari pack last week, Commodore has made a price cut on their Amiga Class of the, 90s educational package.

The bundle which includes an A500, TV modulator, nine software titles and an introductory video, is being cut from £599 to £499.

### NEBULUS II

21st Century entertainments, the company built on the remains of Hewson, will be releasing its first title in June. Stormlord, previously available for several home computers, will arrive on the Mega Drive.

Nebulus II is perhaps the most hotly awaited game, while Pogo and his chums are set to bounce back onto your screens in September. Rubicon is due in October and Deliverance towards the beginning of next year.

### AMIGA CD ROM

Commodore's stand at the 1991 Computer Entertainment Show in September will be the launching pad for its new Amiga CD ROM drive. The A690 CD ROM drive will allow Amiga users to turn their machines into a CDTV for less than £300.

## DREAD-NOUGHTS

On the 10th February 1906 the World's governments and press offices were buzzing. HMS Dreadnought had been launched.

This battleship was so powerful it rendered the rest of the world's battlefleets obsolete and gave its name to the new



breed that was to come. For the next 10 years a panicky arms race gripped the World.

Dreadnoughts is a simulation program, reconstructing the early battles of the First World War, such as Coronel, Britain's first serious naval defeat for over a century.

Later at Jutland, no less than 250 vessels battled it out in what turned out to be one of the most costly stalemates in the history of modern sea warfare.

Dreadnoughts is the fourth title in ARC's acclaimed BattleScapes series. Available for the ST, Amiga and PC compatibles, the game is programmed by Dr Peter Turcan and will cost you £29.99.

## ATHLETICS

Executioner, a variant of the classic Thrust, is to be the first game released by newly-formed Hawk Software.

In addition the team is also working

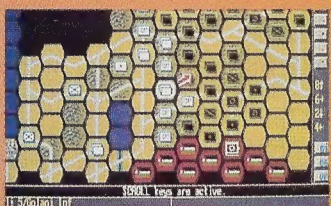
on an athletics-based game. Featuring a wide range of events such as hammer-throwing, pole-vaulting and long distance running, the game will be

available sometime towards the end of the year on the Amiga and ST. News is scares at the moment but rest assured, we'll be first with all the info.

# CONFLICT: MIDDLE EAST

Once again in conjunction with SSI, U.S. Gold is soon to release **Conflict: Middle East**. Based on the Arab/Israeli Wars the game is an intense battle of strategy.

Battles can be viewed at several different levels such as an entire division or a brigade. Players will be able to assume the role of either the Israeli or Arab nation and have direct



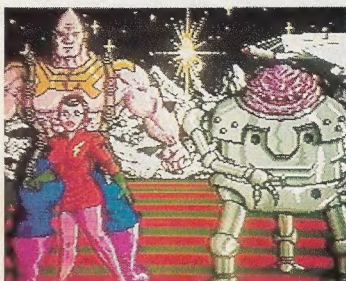
control over both land and air forces.

Available for both PC compatibles and the Amiga (one meg), the package comes complete with a 48 page manual. No firm price details yet, but expect to see **Conflict: Middle East** sometime in June.

## TALESPIN

Deltronics is currently selling a **Fantasy Graphics Disk** crammed full of over 4Mb of carefully drawn characters for use with the Talespin adventure creator. Now, the company are proud to announce the imminent release of their next graphics disk.

Featuring science fiction graphics, the disk will include aliens, humanoids,



droids, apocalyptic scenery, star systems, mega weapons, spaceships and the like. Both the Fantasy and Science Fiction disks are available for £9.99, or £7.50 if ordered directly from Deltronics.

Meanwhile, the company is also supplying the actual Talespin system for the ridiculously low price of £9.99. Call Deltronics on 081-769 9568 for further details.

## NORTH AND SOUTH

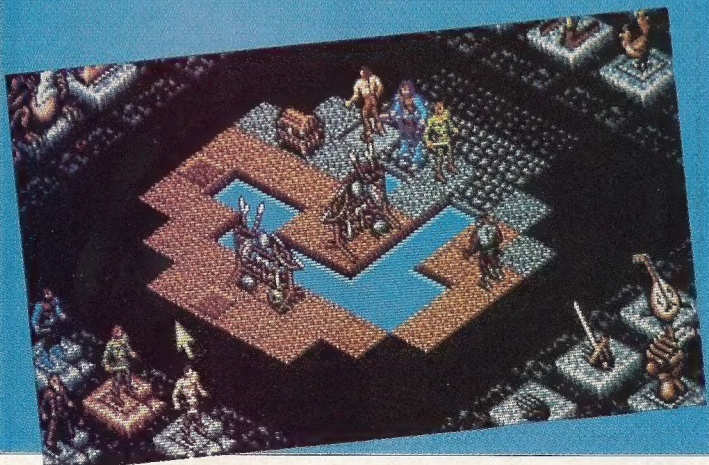
The award winning computer game, **North and South**, is soon to be released on the Nintendo Entertainment System. I won't bore you with what the game's all about, 'cause you probably already

# LEGEND

**Legend** is set in a sad, dark world where happiness is a distant memory, thanks to a malevolent power that has sapped the inhabitants of their own free will. The only way to freedom is through a brave young individual who can gain legendary status and take on the dark power.

**Legend** features two distinct graphic styles - 2D sequences depicting the kingdom's locations and the 3D isometric dungeon levels.

Programmed by Tag, the name behind the best-selling **Bloodwych**, **Legend** is another RPG that looks set to take the World by storm. Due for release towards the end of the year, **Legend** will be available from Imageworks.



# SAM COUPÉ

OK, OK so we've been really guilty of ignoring this much maligned super, duper Spectrum so here just for you **Sam Coupé** fans is a bit of news on some new releases, and a piccy - how's that for bending with the wind.

**Sam Computers** have released details of three new products from third party developers to make use of the machine's MIDI capabilities. Coming in at £39.99 is a MIDI sequencer from **Tim Humphries**, which is cited as a powerful and professional quality package. A sound sampler interface, microphone, and control software costing £49.99 is available from **Blue Alpha**.

Finally, coming soon from **Revelation** is **Music Master**, a software package to drive the Coupé's own synthesiser from its keyboard with full screen notation. If you need any more details give 0792 700 300 a tinkle.

There, am I now forgiven for those weeks of neglect?

## GAME BOY



Just a little snippet on this ever popular hand held. Nintendo has just begun its biggest ever TV campaign for the **Game Boy**, with a spend of over £750,000. The ads will run until the end of June and be 30 seconds in length. The firm is hoping to introduce 20 different gamepacks during the coming months.

Over in the States, the machine has apparently been forecast to generate a colossal \$1.1 billion in sales in 1991 - a total of five million Game Boys and 25 million gamepacks.

know. Still, if you own a Nintendo then this game most definitely worth seeking out. Keep your eyes peeled around the beginning of August and don't forget to save those pennies - you'll need 3,499 of them.

# WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, **What's Out and When** is our guide to when the games are actually due to hit the streets. The list below details which games will be released - i.e. you will be able to buy them - during the next seven days...

Product	House	Team	Format	Price	Date
HeroQuest	Gremlin	221B	C64 cass	£10.99	31/5/91
			C64 disk	£15.99	31/5/91
			Amstrad cass	£10.99	31/5/91
			Amstrad disk	£15.99	31/5/91
			Spectrum cass	£10.99	31/5/91
			Spectrum disk	£15.99	31/5/91
Life & Death	Mindscape	Software Toolworks	Amiga	£25.73	31/5/91
Magnetic Scrolls Vol 1	Virgin	Compilation	Archimedes	£34.99	1/6/91
			PC	£34.99	1/6/91
Martian Dreams	Mindscape	Ultima	PC	£35.76	6/6/91
Monopoly	Virgin	Leisure	Amiga	£19.99	6/6/91
Moonbase	Mindscape	Wesson Intl	Amiga	£35.76	31/5/91
Switchblade	Gremlin	Geoff Colder	C64 cass	£10.99	31/5/91
			C64 disk	£15.99	31/5/91
Switchblade II	Gremlin	George Allen	Amiga	£25.99	31/5/91
			ST	£25.99	31/5/91
World Championship Soccer	Elite	Martin Ward	PC	£25.53	3/6/91

# THE GAMES-X £20K SOFTWARE GIVEAWAY!!!

**Step 1: Buy issue one of Games-X – if you didn't then why not write for a card?**

**Step 2: Check to see if any of this week's winning numbers match the one on your card.**

**Step 3: If they do match, send your card to us and wait for your prize! Easy, eh?**

Here is the final part of our £20k compo – well officially anyway. So for the last time 200+ pieces of software are up for grabs! But hang on to those cards because next week we're giving even more away!

To wrap up the final (official) part of this outrageous software giveaway, Infogrames are giving away a total of 104 games on the ST and Amiga and 70 on the Amstrad. The list includes Tin Tin,



Mystical, Light Corridor, North & South, Stir Crazy, Eagles Rider, Football Sim and Toyotte.

## DEMONWARE

DMI-Kaiko and DMI Demonware have donated two copies of Gem-X Amiga and two copies of the C64 version. Two copies of The Power on Amiga, C64 and PC and finally two copies of Amiga White Sharks.



The guys and galls at Virgin games have been as fair as possible and donated one copy of each of the following games on PC, ST and Amiga. The games are: Wonderland the graphic adventure, Spirit of Excaliber, Zork 3, Supremacy and the side splitting sports game Viz.

Empire raps up this weeks giveaway with 10 Amiga copies of the excellent puzzle game Pipemania, Gazza Soccer 2, Spiderman, Team Yankee and MegaTraveller.



### THIS WEEK'S STAR PRIZE WINNING NUMBER

# 112494

### WINS ANY 10 GAMES OF YOUR CHOICE

Yep any 10 games featured so far in our £20,000 giveaway could be yours if you have the magic number!

103559	54134	11511	108466	148928	15014	22874
19480	139992	44318	154656	15750	111865	147702
50316	137313	66598	101718	54117	100783	91996
146334	83318	134959	89837	109272	68250	105883
66973	80835	144907	35886	137428	86727	126344
14591	25178	35149	23969	85178	73602	150847
29765	137345	83821	30843	85980	20274	46327
77218	62008	86540	28968	86815	16819	149001
56598	115194	112492	35452	47408	29904	141508
22903	77690	133878	60888	67759	49530	60992
95418	138551	68775	132686	48151	113440	40805
101229	70918	113154	112102	119386	138568	124285
91260	151123	50418	28040	44134	110850	153789
12176	21264	124534	94254	77803	32123	50926
127741	52619	69766	27342	31490	26859	18546
97819	66599	121422	83618	29186	123003	133563
40714	145413	69484	59620	121227	102795	127991
109558	112600	121441	82712	37233	134603	14417
111596	93821	108842	18319	132503	89700	55119
60043	120209	74742	70050	104148	141314	33426
150910	19827	149798	80345	114684	11060	77563
128601	19442	99412	56485	42746	33844	33589
128989	130532	72885	47436	64259	59734	41969
67313	140241	158878	43091	43215	22373	123424
28541	105753	99518	41263	103878	129168	116802
140088	92485	100105	115807	127970	44348	
47727	80872	110732	103228	152582	89711	
98007	92797	114951	124155	103928	74000	
65787	121151	122220	92484	79145	130843	

Prize winning numbers

#### Rules and regulations

If your number corresponds to one of the winning numbers printed this week (or any of the next three weeks) then put your name and address on your personal competition card, indicate somewhere on the card the type of games machine that you own and send it to:

Games-X £20,000 Software Giveaway, Europa House, Adlington Park, Macclesfield, SK10 4NP.

Entries must be received within two weeks of the date on the front cover of the issue in which your winning number appears.

Any prizes not claimed will be put up for grabs in a future issue. So keep hold of those cards of yours won't you?

In the event of any dispute the Editor's decision is final. Employees of the Europress group or participating companies are not eligible for entry.

#### What if you don't have a card?

If you didn't buy issue one of Games-X (shame on you!) then cards are available by writing to the following address: Games-X Compo Cards, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

Thanks to the following companies for their participation in this competition: Active Sales, Arc, Infogrames, Rainbow Arts, Gremlin, Palace, Atari, Impressions, Core Design, Virgin Games, Psygnosis, Demonware, Mindscape, Mirrorsoft, Empire, Ocean and US Gold.

**NEXT WEEK: OVER 1,000 PRIZE WINNING NUMBERS WILL BE PRINTED!!!**

SHADOW DANCER  
MARTIAL ARTS

SEGA™  
ARCADE HITS

UNLEASH THE WRATH OF NINJA  
FURY!

Fight your way to  
victory with Sega's  
ambitious martial arts game.  
Battle against merciless  
Streelfighters as you seek revenge  
for the killing of your loyal student  
Kato, whilst trying to foil  
the evil Sauros.

MARKETED BY

U.S. GOLD®

AVAILABLE ON:  
CBM 64/128k,  
Amstrad Cassette & Disk,  
Spectrum Cassette,  
Atari ST & Amiga.

© 1991 SEGA™. All rights reserved. SEGA™ is a trademark of  
SEGA ENTERPRISES LIMITED. Published by SEGA EUROPE LIMITED.  
Distributed under license by U.S. Gold Limited., Units 2/3  
Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.



# GAMES CHARTS

1	★	<b>EYE OF THE BEHOLDER</b> House: US GOLD Team: SSI
2	▲	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
3	▼	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
4	▲	<b>HEROQUEST</b> House: GREMLIN GRAPHICS Team: PROBE
5	▲	<b>MONKEY ISLAND</b> House: US GOLD Team: LUCASFILM GAMES
6	▲	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
7	▲	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
8	▼	<b>POWER UP</b> House: OCEAN Team: VARIOUS
9	▲	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS
10	▼	<b>MICKEY MOUSE</b> House: SEGA Team: SEGA ENTERPRISES JAPAN
11	▼	<b>BACK TO THE FUTURE 3</b> House: IMAGEWORKS Team: PROBE
12	▲	<b>SUPER MONACO GRAND PRIX</b> House: US GOLD Team: ZZKU
13	▲	<b>VIZ</b> House: VIRGIN Team: PROBE
14	▼	<b>ARMOUR-GEDDON</b> House: PSYGNOSIS Team: P HUNTER AND E SCIO
15	★	<b>MOONWALKER</b> House: SEGA Team: SEGA ENTERPRISES JAPAN
16	★	<b>SUPERCARS 2</b> House: GREMLIN GRAPHICS Team: MAGNETIC FIELDS
17	▼	<b>FINAL WHISTLE</b> House: ANCO Team: STEVE SCREECH
18	▼	<b>CHUCK ROCK</b> House: CORE DESIGN Team: IN HOUSE
19	▼	<b>GOLDEN AXE</b> House: SEGA Team: SEGA ENTERPRISES JAPAN
20	★	<b>CREATURES</b> House: THALAMUS Team: APEX BROTHERS



## CHART FAX

Straight in at number one, *Eye of the Beholder* on the Amiga surprised everyone here at the *Games-X* office. Is this set to duplicate the immense popularity of other dungeon games such as *Dungeon Master*?

The *Turtles* have somehow managed to squeeze their way back up to the number two spot. Don't ask me how, but after 26 weeks in the charts we still can't get rid of them!

*HeroQuest* is showing its popularity and is now at a very healthy number four proving that it was not just the board-game which captured peoples' imaginations.

The ST release of the Bitmap's *Gods* has made some difference to



its position, but is still only at number nine. Can we expect to see it move any more?

Last week's sudden surge of interest in the Sega Mega Drive version of *Mickey Mouse* seems to have worn off a bit! What was at number two last week has now plummeted down to number 10.

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-entry

Turn to page 32 for our specially compiled machine specific charts

## Four funky females...

Women can be successful in computing. They can make an equal success of a career in computing as men, if they're prepared to step outside the sexual model. This quad of go-getting girls did just that...

**Alison Jacobs** started work for TRK Computers about four years ago. Initially working in an administrative capacity she rose, via teaching computer packages in the company's training school, to become manager of TRK's tech support operation, TRK Engineering.

"It's the archetypal rags-to-riches story", she told GX, "I started at TRK answering



Alison

telephones, got to know some of the popular computer packages then moved into the training school where I taught for a while.

Eventually, I became so knowledgeable about the machine and its software, that I was made Tech Support Manager of the engineering department. Nowadays, I'm out

in the field, working on tens of thousands of pounds worth of computer equipment."

**Cathy Morris** works for Peters Press in Poynton as the company's Project Manager. After working as a programmer for a while she left the industry to have a family then decided to return to work. A "non-



# Toys for the boys

It seems like the world of computer gaming is almost exclusively male. Go to any computer store and you'll find gangs of spotty boys with not a girl in sight - save the one behind the counter! George Wesley goes out in search of the answers...

Computing isn't inherently a male domain so why the lack of women? Is it because the physically stronger boys simply shove them off the machines, or are girls just not interested?

Well, it's like this. A little psychological catch-phrase known as 'social conditioning' explains all - brace yourself, we're going to throw some heavy technical stuff around.

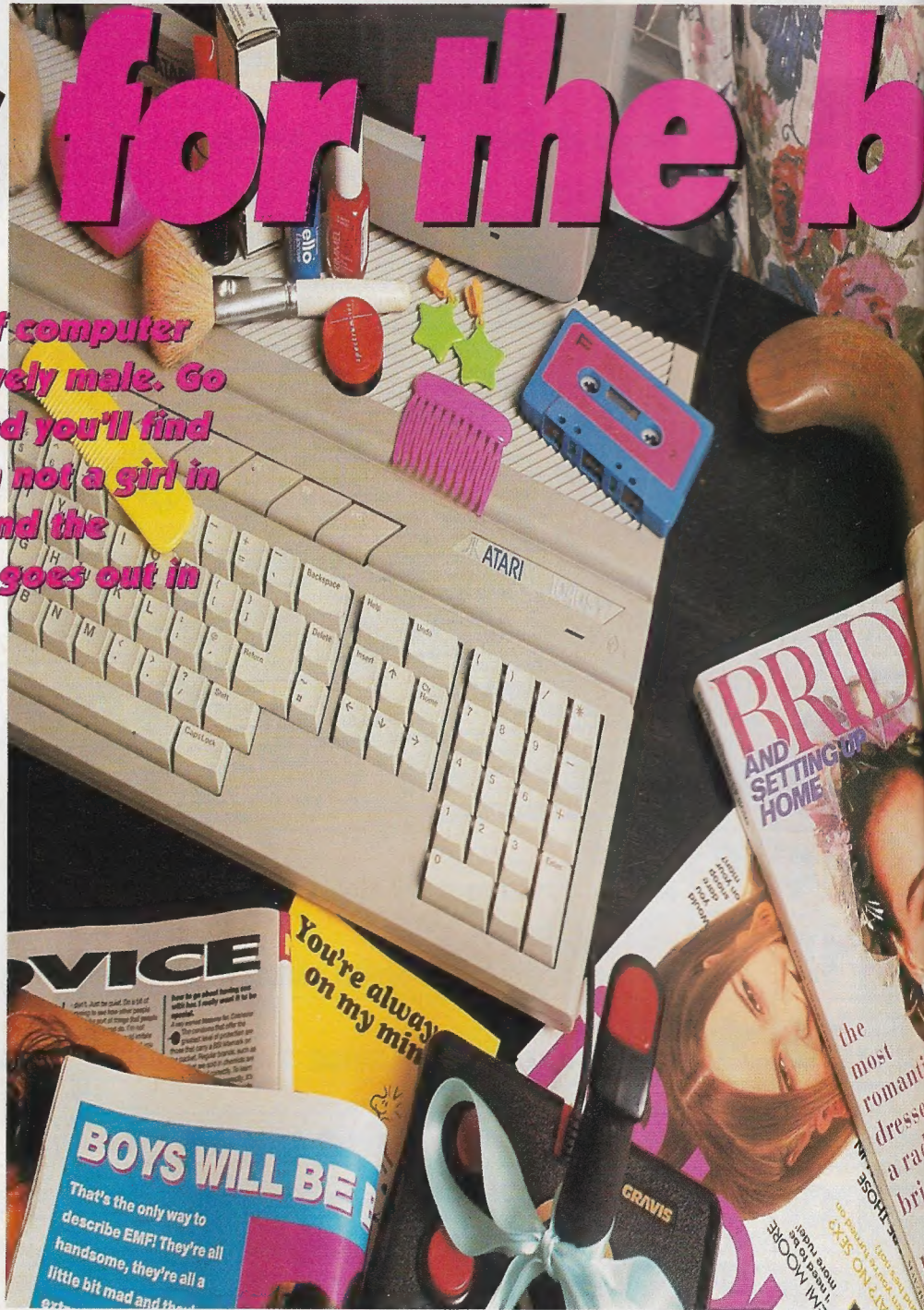
Social Conditioning is the process of educating the sexes using different reference points so that, for example, boys fight one another to prove their physical dominance, drive big cars and motorcycles to underline their burgeoning sexuality, don't cry, love sport and so on.

Whereas girls wear pink, emulate mummy doing housework with fake irons and the like, learn about babies by playing with dolls and generally take a back seat to the boys when it comes to getting involved with anything outside the baby and housework sphere.

### SOCIALLY ACCEPTABLE?

Social conditioning ensures that boys take an active role in what's going on around them while girls, for no fault of their own take a passive role.

Sure, girls, because of their physical make-up, are weaker than boys when it comes to manual tasks, but that's not the reason why they don't like them or prefer to stand and watch. They don't like them because they've been systematically conditioned since birth to accept that their role is a passive one.



GX talked to Gillian Ball, a child psychologist working in Norfolk, and asked her what social conditioning and taking a passive role meant for girls who want to get involved with computers "...what it

means is that in a given situation, such as a computer shop", she said, "girls will take a back seat to their computer-literate male counterparts".

So does that mean that they never play games?

programming position" came up at Peters Press she says, and "...after a year, a post as a trainee programmer".

Cathy made the move and is now responsible for managing all the computer tasks necessary to keep Peters - a publishing company heavily involved in



obvious difficulty in progressing."

Marie Brillington teaches computer studies (and other subjects) at a school in Brixton. She originally taught English but when the school decided to introduce computers into the curriculum, the possibilities of the technology excited her and she decided to learn all about them.

"Following some intensive training, I'm now fully conversant with the machines at the school" she says.

"I teach computer studies and make regular use of the machines in the classroom no matter what subject I'm teaching - I've even written some spell-testing and number-checking software!"

technology - moving along.

It's not all doom and gloom though. Joan Grady is Senior Technical Writer at Limosol Software. She says "I've never had any difficulty at finding a job in the computer industry.

And once into a job, I've experienced no

in the outer reaches of Borneo and such like where the men wear dresses, lipstick and actually give birth. But with social conditioning however, we need look no further than across the Atlantic to America.

In the United States, girls - women - are far more assertive in the community. Not for them the passive roles of their European counterparts. Females have managed to penetrate every bastion of male domination in America.

### INVASION OF THE SEXES

They hold key positions in major businesses throughout the country and all this active role playing begins in childhood and schools where, if anything, American women are more dominant than men - hence the enormous throbby cars, big gun sales and supreme success of snuff movies - all the products of males trying to assert themselves.

In Japan, where women have played a traditionally passive almost ornamental role, at least as many girls as boys play with computers. After the second world war, when Japan was not to put too fine a point on it, up the creek without a paddle, technology was seen as the saviour of the country.

Men and women were actively encouraged to become familiar with all things electronic and today, the computer is no more the exclusive domain of men than women.

On the whole Japanese computer games tend to feature far more accessible characters. These are unisex central figures that both boys and girls can identify with.

Ms Ball: "Girls are no less capable of using and enjoying computers than boys, it's simply because the technology is subtly placed outside their experience by parents, teachers and advertising companies."

# Boys?

"Oh, they might make an occasional strained effort with a joystick while saying things like 'isn't he so cute?' about the main character in the game, but they don't concentrate on the actual objectives involved, such as blood letting and devastation. Almost invariably it's the boys who're making the running."

Ms Ball went on to say that "the problem is that girls don't get to become familiar with computers in the first place. Their role is a passive one even in the classroom and combined with an inability to identify with the central characters in the average computer game, girls simply don't want to know", adding the proviso "in public..."

Does this mean that girls are happy to play with computers at home but not when others, particularly males, are around?

### ROLE REVERSAL

Here's an unfortunate situation. No one is allowed to break out of their clearly-defined sexual model. Remember that kid in your class with the fake-fur anorak? You know, the one everyone else thought was an utter spaz? Couldn't play football, useless at cricket, didn't know one end of a hockey stick from the other.

All he wanted to do was read (ugh!), collect things (yuck!), and skulk about ponds looking for tadpoles and caddis flies (arrgh!). In short the boy who was unfortunate enough to abandon his 'active' role.

And remember that hulking girl who everyone thought was really pushy? The one with the broken tooth and jeans, who played a mean game of five-a-side, could climb any tree and was always willing to reveal other girls' secrets? This unfortunate wretch had decided not to be passive.

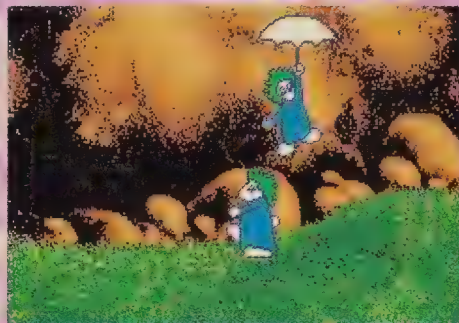
Ms. Ball: "Once you've grown into a role model, it's very difficult to break out. Boys who do are 'poofy', and girls, butch and tom-boyish. Usually, after much peer pressure, these renegades eventually conform so that by late teens or early twenties, the girls giggle and the guys get drunk and fight - and play computer games..."

### ALL AROUND THE WORLD...

OK, you're thinking, but that's just the way of the world isn't it? Girls are weak and passive. But it isn't the case everywhere. Usually, when trying to back up 'social factor' arguments, psychologists describe obscure tribes

## TOP FOUR FEMALE FAVE-RAVES

GX talked to a number of computer stores around the country to try and find out just what kind of games girls liked to play. Was it all limp adventure and cutesy arcade caperings, or do the women like some raunchy action? In fact, it seems that in the absence of heroes the girls can identify with, they follow the buying trends of the boys.



Lemmings - women up and down the country are going ape over the relentless wanderings of these fun, but incredibly stupid creatures



### CHOOSE YOUR PLAYER

Viz - believe it or not, Johnny Fatpants and the rest of the wacky funsters have tunneled their way into female hearts



Kick Off 2 - here's a turn up. Many shops reported girls buying the follow-up to the famous footie sim Kick Off!



Bards Tale 3 - yup! It seems that girls enjoy to lose themselves in adventure just as much as their male counterparts

We only supply members but you can order at the same time as joining  
**Special Reserve £6.00 membership includes:**

NRG colour magazine, with News, Reviews & Graphics and featuring the adventures of the Neu-Real Gamers Cyberpunk street gang. NRG is sent to all members bi-monthly and includes the Special Reserve top ten charts, a release schedule of forthcoming games and a full catalogue of club offers. **7-Day Sales hot-lines**, 9am to 8pm weekdays, 9am to 5pm Sat. 10am to 5pm Sun, 0279 600204. **Enquiries hot-lines**, dedicated to after-sales service, 9am to 5pm weekdays, 0279 600205. **Fast despatch** of stock items: Over 40,000 games in stock. Games sent **individually wrapped**. **Written receipt of order**, and we issue **refunds on request** in the event of any delay. **Best Prices and Best Service**, that's why over **50,000 people** have joined Special Reserve.

**ANNUAL UK MEMBERSHIP £6.00**  
UK £6 EEC £8 WORLD £10

**XS NRG costs £14.99 extra but saves you up to £120**

Annual subscription to XS NRG is just **£14.99** for Special Reserve members only. The price includes: **6 issues of XS NRG** colour review magazine for Amiga, ST and PC users. Each issue is packed with reviews of new games (and some of the best older ones) and utilities. There's more about the **NRG** street gang plus cheat codes, bulletin board and club letters. You get more from the club with **XS NRG**... **6 sets of £20 money-off coupons**, redeemable against items bought from Special Reserve. **6 demonstration disks** of pre-release or latest titles. That's 18 reasons to buy **XS NRG**... here's two more:

OR we'll give you **XS NRG PLUS**... all for **£29.99**. **XS NRG + disks + coupons + Populous + Sim City**

Enter XS NRG and pay **£14.99**. Or enter **XS NRG PLUS** at **£29.99**. These offers apply to UK only. Special Reserve membership is not included.

**0279 600204**

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN  
THERE IS A SURCHARGE OF 50P PER GAME FOR TELEPHONED ORDERS  
(PLEASE PRINT IN BLOCK CAPITALS)

Name \_\_\_\_\_  
Address \_\_\_\_\_  
Postcode \_\_\_\_\_ Tel. \_\_\_\_\_  
Computer \_\_\_\_\_ IF IBM STATE DISK SIZE \_\_\_\_\_  
Payable to: **Special Reserve**  
**P.O. Box 847, Harlow, CM21 9PH**

Existing members please enter your Membership No. \_\_\_\_\_  
**Special Reserve £6 UK, £8 EEC, £10 World**

PLEASE ENTER MEMBERSHIP FEE	£
Item	£
Item	£
Item	£
Item	£
Item	£

Software Prices include UK or EEC Postage. World software orders please add £1.00 per item. For non-software items such as joysticks or blank disks please add 10% EEC or 25% World for carriage. Overseas orders must be paid by credit card.

Credit card issue/expiry date \_\_\_\_\_  
CHEQUE/P.O./VISA/ACCESS/MASTERCARD/SWITCH \_\_\_\_\_  
Delete where applicable



**AMIGA and ATARI ST Shocking Prices**

16 BIT	AMIGA	ST	16 BIT	AMIGA	ST	16 BIT	AMIGA	ST
3D CONSTRUCTION KIT	31.99	25.99	EIGHT SIMULATOR 2	23.99	23.99	POWERWORKS (MAXIPLAN PLUS SPREADSHEET, KIND WORDS 2 & INFOGRAPHIC)	37.99	5.99
3D POOL	7.49	8.49	FOOLS ERRAND	7.49	7.49	PRESIDENT ELECT (SSI)	16.99	16.99
4D SPORTS BOXING	15.99	15.99	FUN SCIENCE (2, 6, 8, 9 or 9 1/2)	12.99	12.99	PRINCE OF PERSIA	16.99	16.99
4D SPORTS DRIVING	15.99	15.99	FUTSCHOOLS (2, 5, 7 or 9 1/2)	13.99	13.99	PRO TENNIS TOUR 2	16.99	16.99
688 ATTACK SUB	17.49	17.49	GAUNTLET 2	6.99	6.99	PROTECTOR	32.99	8.49
A10 TANK KILLER (1 MEG)	22.99	22.99	GETTYSBURG (ARC) D/S	19.99	19.99	PROTEXT WORD PROCESSOR V6	5.99	5.99
ACADEMY PRO FOOT CHALLENGE	19.99	19.99	GETTYSBURG (SSI)	7.99	7.99	PURPLE SATURN DAY	25.99	25.99
ADD DUNGEON MASTER ASS. VOL 1	4.49	4.49	GFA BASIC V3.0 COMPILER	25.99	25.99	QUEST FOR GLORY 2 (1 MEG) (SIERRA)	28.99	28.99
ADD DUNGEON MASTER ASS. VOL 2	4.49	4.49	GFA BASIC V3.0 INTERPRETER	37.99	37.99	QUESTRON 2 (SSI)	6.49	7.49
ADVANCED DESTROYER SIMULATOR	16.99	16.99	GHE NGHIS KHANN	2.99	2.99	R-TYPE	4.99	4.99
AFRIKA CORPS	19.99	19.99	GO PLAYER PROFESSIONAL	20.99	20.99	RAILROAD TYCOON	22.99	22.99
ALCATRAZ	16.99	16.99	GODS	15.99	15.99	REBEL	19.99	19.99
AMERICAN ICE HOCKEY	6.99	6.99	GOLD OF THE AZTECS D/S	14.99	14.99	RENEGADE LEGION - INTERCEPTOR (SSI)	22.99	22.99
AMNOS	13.99	13.99	GOLD RUSH (SIERRA)	7.99	7.99	RICK DANGEROUS	6.99	7.49
AMOS (GAMES CREATOR)	32.49	32.49	GOLDENWORLD COLLECTION (ROBOCOP, GRAND PRIX CIRCUIT, GRAVITY)	16.99	16.99	RICK DANGEROUS 2	16.99	16.99
ANT HEADS ICFTD DATA DISK (1 MEG)	10.99	10.99	GOLDENWORLD COLLECTION (ROBOCOP, GUNBOAT, GUNSHIP)	17.99	17.99	ROADWARD (SIERRA)	6.49	6.49
APB	6.99	6.99	GUNSHIP	17.99	17.99	ROBOCOP	15.49	15.49
ARCHIPELAGOS	17.49	17.49	HARD DRIVING	6.99	6.99	ROBOCOP 2 D/S	16.99	16.99
ARMOUR GEDDON	17.49	17.49	HARD DRIVING 2 D/S	6.99	6.99	ROCKET HANGER	7.99	7.99
ATOMIC ROBOKID	7.99	7.99	HARPOON	19.99	19.99	ROOKIE TROOPER	19.99	19.99
ATOMINO	17.49	17.49	HERO'S QUEST (GREMLIN)	16.99	16.99	RORKE'S DRIFT	15.99	15.99
AWESOME	17.49	17.49	HEROES (LICENCE TO KILL, BARBARIAN 2, HAWKING)	19.99	19.99	RULES OF ENGAGEMENT (1 MEG)	17.49	17.49
AWESOME (WITH T-SHIRT)	17.49	17.49	HILL STREET BLUES	16.99	16.99	S.T.U.N. RUNNER	14.99	14.99
B.A.T. (UBI SOFT)	19.99	19.99	HILLSFAR	7.99	6.99	SEABREAKER (INFOCOM)	10.99	10.99
B.S.S. JANE SEYMOUR (FEDN QUEST 1)	16.99	16.99	HITCH HIKERS GUIDE (BUDGET)	7.99	7.99	SECRET OF MONKEY ISLAND	16.99	16.99
BAAL	5.99	5.99	HITTING TARGETS (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES, BATMAN THE MOVIE) D/S	19.99	19.99	SECRET OF MONKEY ISLAND 2	16.99	16.99
BARDS TALE	8.49	8.49	HOLLYWOOD HUNK (INFOCOM)	2.79	4.49	SHADOW OF THE BEAST D/S	7.99	9.99
BARDS TALE 2	8.49	8.49	HOUND OF SHADOW	8.49	8.49	SHADOW WARRIORS	16.99	14.49
BARDS TALE 3	17.49	17.49	HUNT FOR RED OCTOBER	8.99	8.99	SHERMAN M4	16.99	2.99
BATTLE OF BRITAIN D/S	19.99	19.99	HYBER	16.99	16.99	SILENT SERVICE (SUB SIM)	8.99	8.99
BATTLE OF SOULRON	8.49	8.49	IMMORTAL (1 MEG) D/S	16.99	16.99	SILICON DREAMS (LEVEL 9)	7.99	3.99
BATTLESCAPES (BORODINO & ARMADA)	19.99	19.99	IMPERIUM	16.99	9.99	SILKWOOL (SIERRA)	19.99	7.99
BEAST 2 (WITH T-SHIRT)	6.99	6.99	INDIANAPOLIS 500	16.99	16.99	SIM CITY & POPULOUS	19.99	19.99
BETRAYAL	19.99	19.99	INFANTIA	16.99	14.49	SIM CITY TERRAIN EDITOR	10.49	10.49
BEYOND ZORK (INFOCOM)	19.99	19.99	INFIDEL (INFOCOM)	13.99	13.99	SKULL AND CROSSBONES	16.99	16.99
BILLY THE KID	16.99	16.99	INTERNATIONAL SOCCER CHALLENGE	3.99	16.99	SKYFOX	4.99	4.99
BLACK CAULDRON	9.99	6.99	IT CAME FROM THE DESERT (1 MEG)	10.99	10.99	SORCERER (BUDGET)	7.99	9.99
BLACK LAMP	5.99	7.99	J. NICKLAUS VOL 1 COURSES	8.49	8.49	SORCERER (INFOCOM)	6.99	9.99
BLOOD QUEST 2	9.99	13.99	J. NICKLAUS VOL 2 COURSES	8.49	8.49	SPACE FARRIER 2	8.99	8.99
BLOODY CH DATA DISK	7.99	7.99	JAMES BOND	10.49	16.99	SPACE QUEST 3 (SIERRA) D/S	26.49	19.99
BLOODY MAX	16.99	16.99	JAMES BOND 2 - ROBOCOP	16.99	16.99	SPACE ROUGE	18.49	4.99
BOMBERS MISSION DISK	16.99	16.99	JET (SUBLOGIC)	14.99	7.99	SPACE SHIP	7.99	7.99
BRAH	16.99	16.99	JINXTER (M/SCROLLS)	6.99	4.49	SPEEDBALL 2	16.99	16.99
BUCK ROGERS (SSI)	19.99	19.99	JUDGE DREDD	9.99	9.99	SPEEDBALL 3	16.99	7.99
BUDOKAN	8.49	8.49	K. SPREAD 2.0 (SPREADSHEET)	4.49	9.99	SPELLBOUND	8.49	8.49
CADEVAVER	16.99	16.99	KEYFRAMARON (1 MEG)	16.99	16.99	SPELLBREAKER (INFOCOM)	5.99	5.99
CADEVAVER LEVELS - THE PLY OFF	10.49	10.49	KICK OFF	6.99	9.99	SPINNING TOP (SSI)	20.49	20.49
CAPTIVE	15.99	15.99	KICK OFF 2 D/S	13.49	13.49	SPUNT CAR RACER	16.99	16.99
CARRIER COMMAND	7.99	6.99	KICK OFF 2 FINAL WHISTLE D/S	9.49	9.49	SUPER CARS 2	16.99	16.99
CATHEDRONS - DEFENDER OF ROME	16.99	16.99	KICK OFF 2 RETURN TO EUROPE D/S	7.99	7.99	SUPER GRIDRUNNER	16.99	16.99
CHAMPION OF THE RAJ	16.99	16.99	KICK OFF 2 WINNING TACTICS D/S	6.49	6.49	SUPER LUPA GRAND PRIX	16.99	16.99
CHAMPIONS OF KRYNN (1 MEG)	19.99	19.99	KID GLOVES	11.99	11.99	SUPERBASE PERSONAL 2 (DATABASE)	75.99	75.99
CHAOS STRIKES BACK (1 MEG)	16.99	16.99	KID KINGDOMS	14.99	14.99	SUPERPLAN (1 MEG) (SPREADSHEET)	75.99	9.99
CHASE H.O.2 (SCJ) D/S	16.99	16.99	KILLING GAME SHOW	9.99	17.49	SUPREMACY	19.99	19.99
CHIPS CHALLENGE	16.99	16.99	KIND WORDS 2.0 (W/PROCESSOR)	19.99	19.99	SUPREMACY 2	15.99	15.99
CIVILIZATION (INFOCOM)	16.99	7.99	KIND WORDS 2.0 (SIERRA) D/S	20.49	20.49	SWIRL	17.99	17.99
CHUCK ROCK	16.49	16.49	KINGS QUEST 4 (1 MEG) (SIERRA) D/S	26.49	26.49	SWORD OF SODAN	9.99	9.99
CHUCK YEAGER'S AFT 2.0	17.49	17.49	KINGS QUEST 4 (1 MEG) (SIERRA) D/S	26.49	26.49	T.N.T. (AIR, HARD DRIVING, TOOBIN, DRAGON SPIRIT, XYBOTS)	19.99	19.99
CLOUD KINGDOMS	6.99	6.99	KINGS QUEST 4 (SIERRA) D/S	26.49	26.49	TEAM SUZUKI	16.99	19.99
COHORNT - FIGHTING FOR ROME	19.49	19.49	KNIGHTS OF LEGEND	18.49	18.49	TEAM YANKEE	19.99	19.99
COLONEL'S BEQUEST (1 MEG) D/S	26.49	26.49	LANCLOT (LEVEL 9)	15.99	15.99	TELETYPE MUTANT HERO TURTLES D/S	16.99	16.99
COLORADO	15.49	15.49	LEATHER GODDESSES (BUDGET)	7.99	7.99	TENNAP QUEEN (STRIP POKER)	16.99	8.99
CONQUESTS OF CAMELOT (1 MEG)	26.49	26.49	LEGEND OF THE SWORD	19.99	19.99	TENTACLE	16.99	16.99
CORE DOUBLE PACK (TORVAK THE WARRIOR & CAP-VUP)	16.99	16.99	LEISURE SUIT LABRY 1 (SIERRA)	19.99	19.99	TES'DRIVE 2	16.99	16.99
CORPORATION	9.99	9.99	LEISURE SUIT LABRY 2 (SIERRA)	32.99	32.99	TETRIS	13.49	13.49
CORPORATION MISSION DISK	10.49	10.49	LEISURE SUIT LABRY 2 (1 MEG)	32.99	26.49	THE LAST PATROL	13.49	16.99
CORRUPTION (M/SCROLLS)	6.99	4.99	LEMMINGS	16.99	16.99	THEME PARK MYSTERY	5.49	5.49
CRACK DOWN	6.99	6.99	LIFE AND DEATH	15.99	15.99	THREE STOOGES (C NEMAWARE)	5.99	5.99
CRIME DOESN'T PAY	16.99	16.99	LIFE OF FIRE D/S	12.99	12.99	THUNDERBOLTS	19.99	19.99
CRIMEWAVE	6.99	6.99	LOMBARD RAC RALLY	12.99	12.99	THUNDERSTRIKE	16.99	16.99
CRUISE FOR A CORPSE	19.99	19.99	LOMBARD RAC RALLY	12.99	12.99	TIME & MAGIC (LEVEL 9)	14.49	14.49
CRYSTALS OF ARBOREA	17.49	17.49	LORD ESPRIT TURBO CHALLENGE	16.99	16.99	TINY TOWN OF LORE	8.99	16.99
CURSE OF THE AZURE BOND (1 MEG)	6.99	19.99	LURKING HORROR (INFOCOM)	16.99	16.99	TOURNAIMENT GOLF	16.99	14.49
CUT THROATS (INFOCOM)	19.99	19.99	LUZAR'S SUIT (SIERRA)	19.99	19.99	TOWER OF LABEL	11.49	11.49
CYBERCOOL 3	16.99	16.99	MENACE	5.49	5.49	UTAH DELICIA GT RALLY	16.99	16.99
DAMOCLES	8.99	8.99	MERCENARY COLONY	7.99	19.49	TRAKER	16.99	16.99
DAMOCLES MISSION DISK 1	8.49	8.49	MICRO MASTERS	16.99	16.99	TRIAD VOL 2 (MENACE, BAAL, TETRIS)	7.99	9.99
DAMOCLES MISSION DISK 2	8.49	8.49	METAL PROSE SOCCER	8.49	8.49	TRINITY (INFOCOM)	9.99	9.99
DAS BOOT (THE BOAT - SUB SIM)	18.99	18.99	MIDWINTER RESISTANCE	16.99	16.99	TURBO CUP	4.99	5.49
DEADLINE (BUDGET)	7.99	7.99	MIDWINTER	19.99	19.99	TURBO SILVER (WITH ANIMATION)	113.99	9.99
DEADLINE KNIGHTS OF KRYNN (1 MEG)	19.99	19.99	MIG 29 FULCRUM	23.49	23.49	TURRICAN 2 D/S	15.49	15.49
DEATH TRAP	11.99	11.99	MONSTER PACK 1 (SHADOW OF THE BEAST, INFESTATION, NITRO) D/S	17.49	17.49	WELLTRIS	11.99	11.99
DEFENDER OF THE CROWN	7.99	7.99	MOON BASE	21.99	19.99	TYPHOON OF STEEL	19.99	19.99
DEJA VU	7.99	3.99	MOONSHINE RACERS	16.99	16.99	ULTIMA 5	19.99	19.99
DELUX MUSIC CONSTRUCTION SET	45.99	39.99	MURDER D/S	16.99	16.99	ULTIMATE RIDE	15.99	15.99
DELUXE PAINT	39.99	39.99	MYSTICAL D/S	8.99	8.99	UMS 2 (1 MEG)	20.49	20.49
DELUXE PAINT 3	49.99	49.99	N.A.R.C. D/S	8.99	15.49	UMS CIVIL WAR DISK (FOR UMS 1)	16.99	16.99
DEMONIAK	20.49	20.49	NAM 1965-75	19.99	19.99	UMS VIETNAM DISK (FOR UMS 1)	16.99	16.99
DEUTEROS	16.99	16.99	NAVY S.E.A.L.S	16.99	16.99	UNINVITED	2.99	2.99
DISNEY ANIMATION STUDIO	61.99	61.99	NEVER MIND	6.49	8.49	UNTOUCHABLES	16.99	16.99
DRAGON BREED	7.99	7.99	NIGEL MANSELL'S GRAND PRIX	7.99	7.99	VENUS - THE FLY TRAP	8.99	8.99
DRANKEN	11.99	11.99	NIGHTSHIFT	16.99	16.99	VIROS	4.99	4.99
DUNGEON MASTER	11.99	10.99	NIPOR AND SOUTH D/S	10.99	10.99	VIZ	14.49	14.49
DUNGEON MASTER (1 MEG)	19.99	19.99	OBITU (WITH T-SHIRT)	22.99	22.99	VOYAGER	16.99	2.99
DYNASTY WARS	6.49	6.49	OPERATION HARRIER D/S	16.99	16.99	WAR GAME CONSTRUCTION SET	13.99	13.99
E-MOTION	6.49	12.99	OPERATION STEALTH D/S					

# Reserve **SIDING PRICES**

which gives you more for your money with no obligation to buy.



12.99



2.99



6.99



30.49



12.99



**Gameboy + Tetris + batteries**  
+ stereo headphones + two player lead  
+ FREE Special Reserve membership  
+ FREE Shockware Gameboy holsters

**69.99**

ALLEYWAY	16.99	OIX	16.99
BALLOON KID	16.99	RADAR MISSION	16.99
BURIAL FIGHTER DELUXE	16.99	REVENGE OF GATOR	16.99
CHESSMASTER	16.99	SIDE POCKET	16.99
DOUBLE DRAGON	16.99	SOLAR STRIKER	16.99
DR. MARIO	16.99	SPIDERMAN	16.99
GARGOYLES QUEST	16.99	SUPER MARIO LAND	16.99
GO! F	16.99	TENNIS	16.99
KING OF THE ZOO	16.99	WIZARDS & WARRIORS	16.99
KWIRK	16.99	SHOCKWARE GAME BOY	
NINTENDO WORLD CUP	16.99	HOLSTERS AND BELT	7.99



**Atari Lynx + multi-player lead**  
+ California Games cartridge  
+ mains powerpack (essential)  
+ FREE Special Reserve membership

**99.99**

3D BARRAGE	29.99	PINBALL SHUFFLE	29.99
720 DEGREES	29.99	RAMPAGE	21.99
APB	29.99	ROAD BLASTERS	21.99
BASKETBRAWL	29.99	ROBO SQUASH	26.99
BLOCK OUT	29.99	RYGAR	21.99
BLUE LIGHTNING	12.99	S T U N RUNNER	29.99
CHE QUERED FLAG	29.99	SCRAPYARD DOG	29.99
CHIPS CHALLENGE	18.99	SHANGHAI	29.99
ELECTRO COP	9.99	SLIMEWORLD	18.99
GATES OF ZENDECON	9.99	TOURNAMENT	
GAUNTLET 3	21.99	CYBERBALL	29.99
GRID RUNNER	29.99	TURBO SUB	29.99
KLAX	19.99	VINDICTORS	29.99
LYNX CASINO	29.99	WARBIRDS	29.99
MS PACMAN	19.99	WORLD CUP SOCCER	29.99
NFL SUPER BOWL	29.99	XENE PHOBE	19.99
PAFLAND	29.99	XYBOTS	29.99
PAPERBOY	19.99	ZALOR MERCENARY	19.99

# Free Catalogue 0279 600204

**AMIGA A500 COMPUTER SCREEN GEMS**  
+ TV MODULATOR, MOUSE, BACK TO THE FUTURE 2, DAYS OF THUNDER, BEAST 2, DELUXE PAINT 2 & NIGHTBREED .....349.99

**PHILIPS 8833 MK2 MONITOR**  
COLOUR STEREO WITH AMIGA LEAD .....269.99

**AMIGA A501 512K RAM UPGRADE**  
TO 1 MEG. GENUINE ITEM WITH CLOCK .....44.99  
TECHNICAL DEVELOPMENTS AMIGA  
512K RAM UPGRADE WITH CLOCK .....34.99  
ZYDEC AMIGA 512K  
RAM UPGRADE WITH CLOCK .....34.99

**AMIGA A590 20 MEG HARD DRIVE**  
(AUTOBOOT WITH KICKSTART, SOCKETS FOR 2 MEG OF RAM, SCSI INTERFACE) .....269.99

**CUMANA EXTERNAL DISK DRIVE**  
CAX354 3.5" 880K FOR A500 OR A2000 .....79.99

**ROCTEC SLIM DISK DRIVE**  
EXTERNAL AMIGA DISK DRIVE RF332C .....59.99

DUST COVER FOR AMIGA (CLEAR PVC) .....3.99  
DUST COVER FOR PHILIPS 8833 MONITOR 5.99



**Back row left to right**  
COMPETITION PRO EXTRA GLO GREEN .....13.49  
QUICKJOY JET FIGHTER JOYSTICK .....13.99  
QUICKSHOT111A TURBO 2 JOYSTICK .....8.99  
QUICKSHOT130F PYTHON JOYSTICK .....9.99  
TURBO BLASTER JOYSTICK .....9.99  
COMPETITION PRO EXTRA GLO RED .....13.49

**Front row left to right**  
TURBO (RAPID FIRE) JOYPAD .....14.99  
ROCTEC MOUSE FOR AMIGA .....15.99  
QUICKSHOT127 STARFIGHTER REMOTE  
CONTROLLER + TWO INFA-RED JOYPADS .....29.99  
QUICKSHOT138F MAVERICK 1 JOYSTICK .....13.99

**Other items not shown**  
COMPETITION PRO 5000 BLACK .....10.99  
COMPETITION PRO 5000 MEAN GREEN .....10.99  
COMPETITION PRO 5000 RED/WHITE .....9.99  
COMPETITION PRO 5000 WHITE .....10.99  
COMPETITION PRO EXTRA COMBAT .....12.99  
COMPETITION PRO EXTRA CLEAR .....13.49  
CONTRIVER C820A ATARI ST MOUSE .....29.99  
FOUR PLAYER AMIGA/ATARI ST JOYSTICK  
ADAPTOR (FOR KICK OFF 2 ETC) .....7.99  
MOUSE MAT .....3.99  
NAKSHA MOUSE, BRACKET AND MAT  
FOR AMIGA OR ST .....24.99  
POPULOUS/FALCON LEAD (NULL MODEM) .....7.99

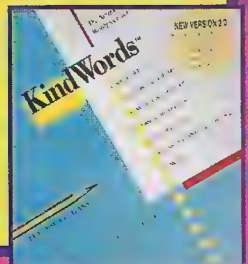
**CITIZEN SWIFT 9 COLOUR PRINTER**  
FRICTION & TRACTOR, 213 CPS/36 NLQ,  
COLOUR, 24 MONTHS WARRANTY .....199.99  
CITIZEN SWIFT COLOUR PRINTER RIBBON .....14.99  
PRINTER LEAD AMIGA OR ST .....9.99

**OLYMPUS 14" OPTIK LEAD GLASS**  
ANTI-RADIATION & REFLECTION FILTER .....74.99

**POWERWORKS SUITE** .....36.49

KIND WORDS 2 W/P,  
MAXIPLAN PLUS  
SPREADSHEET AND  
INFILE DATABASE  
WITH MAIL MERGE

**KIND WORDS 2**  
WORD PROCESSOR  
WITH SPELL-CHECKER,  
THESAURUS  
& SUPERFONTS **19.99**



**Sega Megadrive**  
+ Altered Beast cartridge + Joypad  
+ FREE extra TURBO Joypad  
+ FREE Special Reserve membership

**149.99**

AFTERBURNER 2	27.99	KINGS BOUNTY	31.99
ALEX KIDD IN THE ENCHANTED CASTLE	24.99	LAST BATTLE	27.99
ALTERED BEAST	27.99	MICKEY MOUSE	31.99
ARNOLD PALMER	27.99	MIGHT AND MAGIC	31.99
TOURNAMENT GOLF	27.99	MOONWALKER	27.99
ARROW FLASH	27.99	MYSTIC DEFENDER	27.99
BATTLE SQUADRON	31.99	PGA GOLF TOUR	31.99
BLOCK OUT	31.99	PHANTASY STAR 2	47.99
BUDOKAY	31.99	POPULOUS	31.99
CENTURION - DEFENDER OF ROME	31.99	RAMBO 3	24.99
COLUMNS	24.99	REVENGE OF SHINOBI	27.99
CRACK DOWN	27.99	SHADOW DANCER	27.99
CYBERBALL	27.99	SPACE HARRIER 2	27.99
DICK TRACY	31.99	STRIDER	35.99
DYNAMITE DUKE	27.99	SUPER HANG ON	27.99
ESWAT	27.99	SUPER LEAGUE BASEBALL	27.99
FAERY TALE ADVENTURE	31.99	SUPER MONACO GRAND PRIX	27.99
FORGOTTEN WORLDS	27.99	SUPER REAL BASKETBALL	27.99
GAIN GROUND	27.99	SUPER THUNDERBLADE	27.99
GHOSTBUSTERS	27.99	SWORD OF SODAN	31.99
GHOULS N GHOSTS	35.99	SWORD OF VERMILION	35.99
GOLDEN AXE	27.99	THUNDERFORCE 2	27.99
HERZOG ZWEI	27.99	TRUKTON	27.99
ISHIDO	24.99	TWIN HAWK	27.99
J.B. DOUGLAS BOXING	27.99	WONDERBOY 3	27.99
JAMES POND	31.99	WORLD CUP ITALIA'90	24.99
JOHN MADDENS (U.S.) FOOTBALL	31.99	ZANY GOLF	31.99
		ZOOM	24.99

**POWER BASE CONVERTER**  
(Runs Master System Games) .....28.49  
TURBO (FAST FIRE) JOYPAD .....14.99  
SEGA MEGADRIVE ARCADE POWER STICK .....34.99  
CHAMP EXPLORER JOYSTICK .....19.99

## ..... Sega Game Gear ..... Phone 0279 600204 for availability and price.

**59p each or  
21.99 for 50**

UNAVAILABLE. SOME GAMES SHOWN MAY NOT YET BE RELEASED.  
Inter-Mediate Ltd. Reg. Office: 2 South Block, The Maltings,  
Sawbridgeworth, Herts CM21 9PG. VAT reg. no. 424 8532 51

**50 Sony 3.5" DS/DD disks + labels ...21.99**  
**3.5" SONY DS/DD DISK+ LABEL .....59p each**  
PLASTIC STORAGE BOX, HOLDS TEN 3.5" DISKS .....1.50  
3.5" DISK HEAD CLEANER .....2.99  
DISK BOX 3.5" (100 CAP) DIVIDERS, LOCKABLE .....9.99  
DISK BOX 3.5" (80 CAP) DIVIDERS, LOCKABLE .....8.49  
DISK BOX 3.5" (40 CAP) DIVIDERS, LOCKABLE .....6.99

# GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

**X-RATING: XXXXX**

The higher the rating the better the game

**ALEX** Now that his Mario addiction has finally been broken he tells people that they can just call him Shadow Dancer. The man has finally flipped! Never mind Alex the men in the white coats will come to get you soon!



The hair on **BRIAN'S** lip is equalled only by that up his nostril featured in the last issue. The life he leads is a fast and exciting one, with hobbies including admiring his brother, boasting about games and something to do with caterpillars!?



**JOHN** Davison is a very sane human being. (Why is he working here then? - Ed) Strange really considering that he is the brainchild of a weird and vivid imagination. He also has brain strain due to the number of puzzle games around.



**Gameplay: 18/20**  
**Lastability: 18/20**  
**Presentation: 20/20**

## Gameplay

How the game actually plays

**Lastability**  
How long you're going to stay at your machine

**Presentation**  
Just how good the sound and graphics really are

**RELEASE INFO**  
C64 £11.99 Now  
Atari ST £24.99 Now

What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk

# BONANZA



John

The Japanese are becoming renowned for their stylized comic book style computer characters. This latest offering for the Mega Drive gives you control of the debulous Bonanza Brothers, a pair of bandits who raid and pillage all manner of establishments. It's a ladders and platforms game for either one or two players and looks set to become very popular indeed...

I haven't got a clue what the actual story behind this game is about because, at the moment this is available as a Japanese import only and so the manual is written entirely in Japanese.

However, I can tell you that what we have here are two dumpy, but fairly cute looking characters, who go running around buildings shooting guards with pop guns and nicking anything they can lay their grubby little mitts on.

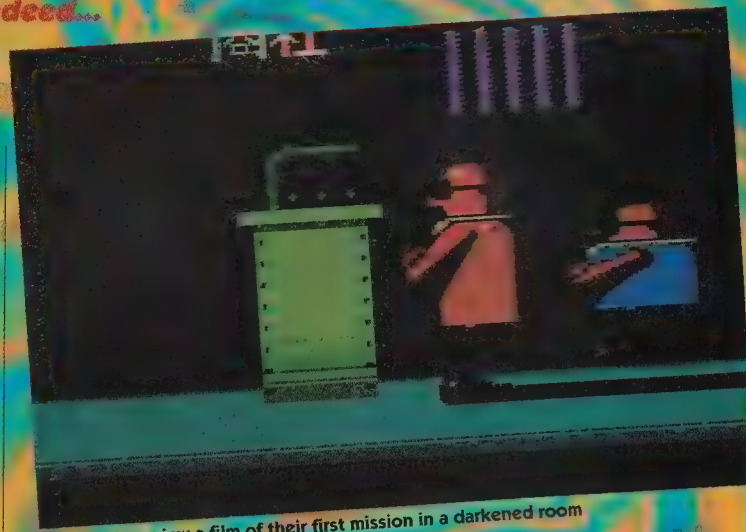
It's a game for one or two players and it takes on the form of a sort of cross between Mario World and Manic Miner!

## PARTNERS IN CRIME

This is certainly one of those games which lives up to the old adage of simple being effective. All you have to do is move one or other of the little thieves through the buildings collecting the numerous objects that can be found lying around.

The first few levels are very simple and you should quickly zoom through them, especially as you have an accomplice in your mission of crime.

There are a number of obstacles common to all of the levels and these are the little men which roam around.



The brothers view a film of their first mission in a darkened room

They will desperately try to protect the valuables from hostile characters and will cause you a lot of problems.

The security guards are fairly dopey little guys who appear to have the IQ of an amoeba and generally just seem to get in the way.

A tougher opponent is the riot policeman, a huge hunky blob covered from head to toe in body armour. He darts around the screen with a huge great shield and very often will do his best to get in your way.

On later levels you will come across a few other characters including a typical big hairy bouncer type, who hangs around outside a casino lobbing fizzing bombs at you!

## LOADSALOOT

Your first mission is a dead cinch, you barge your way into a big office building, nick a collection of computer disks and then get out as fast as you can. Easy eh? The following levels will have you raiding casino halls, the



Our heroic thief dressed in a rather fetching red catsuit



His dumpy brother dressed in a pleasant little blue number

The security guards come in a variety of flavours and have a nasty habit of trying to shoot you in the bottom



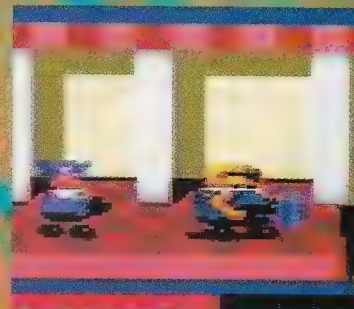
The riot policeman is covered from head to toe in body armour and carries around with him a huge shield and a big gun with which he will try to terminate your mission



The bouncer is a friendly little chap who does his best to beat you up. He has a nasty tendency to lob bombs at you



The brothers looking cool in their shades!



The dynamic duo battle their way on, nicking anything they can find

# BROTHERS

Royal Mint, art galleries and large mansions belonging to wealthy individuals.

As you progress, the buildings you are exploring become bigger and contain more and more obstacles for you to overcome. For example, at the end of the second level your plucky little chap will have to hurl himself down a deathslide which connects two buildings, in order to reach the level exit.

This type of platform game is becoming much more popular and there seems to be a definite cutesy trend developing in the games market at the moment. As you can see from the screenshots the graphics are of a really high standard and they are certainly effective at portraying that comic book style.

## BREAKING AND ENTERING

Control of the characters is a doddle and you'll soon be nipping around the mansions of the rich and famous disposing of the guards in the most efficient way possible.

Using your little pop gun is a reasonably effective way of knocking out the guards for a few moments, but the best way is to trap them behind a door when you open it.

One of the strongest points of Bonanza Brothers is its playability. It may not look much but it's an incredibly addictive little game that'll have you hooked for hours.

There are loads of nice touches throughout making the whole game fairly humorous. Watch out for the characters inspecting themselves in little hand mirrors if they have to hang around too long!

If you like the look of the Bonanza Brothers and you're envious of the Sega Mega Drive owners, you're in luck! Apparently US Gold have snapped up the rights to do a home computer conversion!



In the bedroom of a large mansion you wait for the security guard to move before sneaking along to the next room



Ready to escape from the mansion you hurl yourself down a deathslide and hope for the best when you reach the other end!



Player two's playing window

Player one's playing window

Player one himself!

A riot policeman covers behind his shield

Player two clammers his way up the steps

The map of the mansion shows you the location of the booty



## FACT FILE

Software House: Sega  
Development Team: Sega Enterprises (Japan)

The Japanese console games are slowly getting better and better. Ever since the Marios became cult figures a few years ago, the other games companies seem to have been fighting to create characters just as popular. Sonic Hedgehog is a real rave in the States but this mischeivous pair are bound to be just as popular.

The Bonanza Brothers are simple and effective characters who lend themselves perfectly to a computer game.

Graphically this appears to be very simple, but it actually includes a number of excellently drawn sequences and some really splendid parallax scrolling backdrops. After seeing numerous games on the Mega Drive which don't quite cut it, I was most impressed with this one.

The sound effects and music are also up to the usual high standard of Japanese console titles. There are some bouncy little ditties which accompany the amusing little gruntings, bangs and pops.

What counts most with any game though, is it's playability. Here, the Bonanza Brothers scores very highly as it is both challenging and addictive and is also fun, whether you choose to play alone, or with an accomplice.

Overall I really enjoyed playing this game and was most surprised by its addictive qualities. I must admit to not being all that impressed with it at first, but having played it a while I am now well and truly hooked. Give it a try it's bound to grow on you!

Unfortunately at the moment the Bonanza Brothers is only available on import but I can imagine that a UK release cannot be too far away, especially seeing that US Gold are all set to convert it across to the various computer formats.

Thanks to PC Engine Supplies  
- 0782 213993

**X-RATING: XXXX**

**Gameplay: 16/20**  
**Lastability: 16/20**  
**Presentation: 17/20**

**RELEASE INFO**  
Mega Drive £34.99 Now



## FACT FILE

**Software Houses:** Electronic Zoo  
**Development Team:** TR Development  
**Programmer:** Gary Rush

**T**o use, this is probably one of the friendliest war simulations that I have yet encountered. The control methods are simple and it's hard to find an option which is difficult to get to.

Graphically the game is adequate. War games are not renowned for their stunning graphics, as they're not necessary. The icon system of the game is clear and easy to use and there'll be no mistaking your units and your opponents.

The sampled sound effects on the other hand are very satisfying! Your military units will fire upon the enemy as soon as they are in range, and all gunfire is accompanied by the appropriate sound effects.

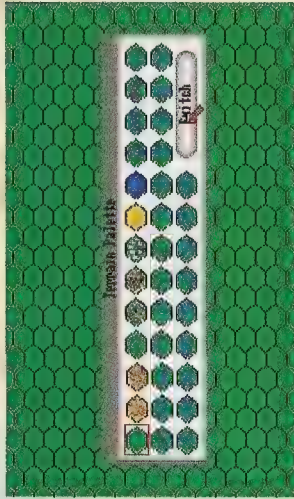
The included scenario editor is an excellent idea, and I can imagine that this will make Brigade Commander a very popular title with strategy fans.

I have my doubts about the data disk which I received with the game. Operation Desert Storm was a recent military operation in which numerous people lost their lives - rather bad taste chaps!

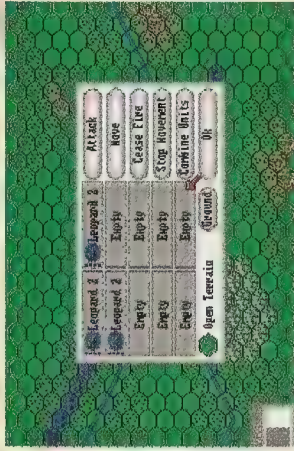
**X-RATING: XXXXX**

**Gameplay: 15/20**  
**Lastability: 18/20**  
**Presentation: 14/20**

**RELEASE INFO**  
 Amiga 68559 Now



The scenario editor's terrain palette where you can create your own landscape



Select the units which you wish to move using the simple to use icon system

# BRIGADE COMMANDER



**The simulation of wars has been a particularly successful genre of computer game software. Now, using Electronic Zoo's Brigade Commander, you can create your own scenarios based on fiction or fact and then battle it out with the foes of your choice...**

**B**rigade Commander is a real-time wargame which pits the player against a computer opponent. The game is played on a grid which is made up of a series of hexagons, each of which represents an area of land 500 metres from side to side.

On this gaming board the players' units can be manoeuvred and attacked using simple commands activated by an easy to use window and icon system.

### PAST, PRESENT OR FUTURE?

The game is basically scenario driven. This means that the composition of the game-board and the various military forces therein are dependent upon the scenario which has been chosen.

For example, futuristic wars could be fought with imaginary weapons in a fantasy land, or alternatively you can battle it as the Britons fighting off the Roman

legions! Electronic Zoo promises to release data disks containing scenarios taken from a variety of both real and fantasy battles.

Our review copy was supplied with a data disk containing a realistic simulation of the recent Gulf conflict.

Apparently this was created by a team who had taken part in active service in the Gulf and is a faithful recreation of the real thing.

All of the major battles have been included, so you can take part

in some major Saddam bashing. Control of your forces is very simple and is probably one of the best systems I have yet seen in a war game of this type.

To manipulate a particular battalion you simply click on the icon which represents it, and you are then presented with a series of icons to control the movement.

All of the units within the game have their own particular specification. These will determine the various ways in which the

different weapons can be used in the fighting.

For example a 'super heavy' tank is equipped with numerous facilities such as night vision and advanced armour making it capable of knocking out major targets.

### IT'S ALL IN THE SIZE

Lighter vehicles however, such as an Infantry Combat Vehicle only have smaller weapons and must be

used as backup or for destroying smaller targets.

Included on the main program disk is a scenario editor. This gives you control over specific areas of the scenario allowing complete control.

Not only can you specify the layout of a map and the specifications of the numerous military units, but you can also dictate the differing road conditions!

The 24th February 1991, the British Desert Rats attempt to secure the international airport south of Kuwait city

A group of British Challenger tanks are moved northwards in an attempt to squash the Iraqi defences

Wolfburg Overrun; it is the 23rd June 1992 and the Soviet 3rd Shock army are attempting to overrun the German border town of Wolfburg. You must defend against the Soviet onslaught

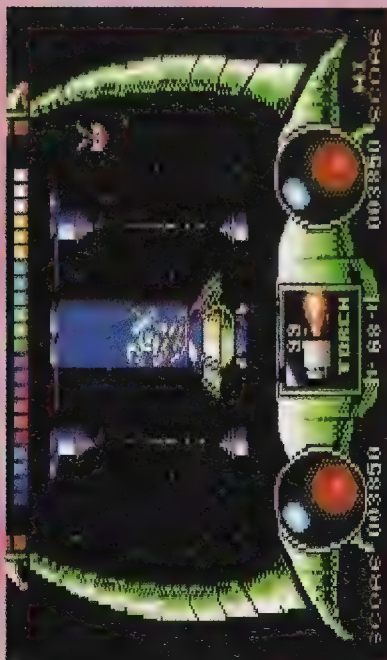


# EXTREME

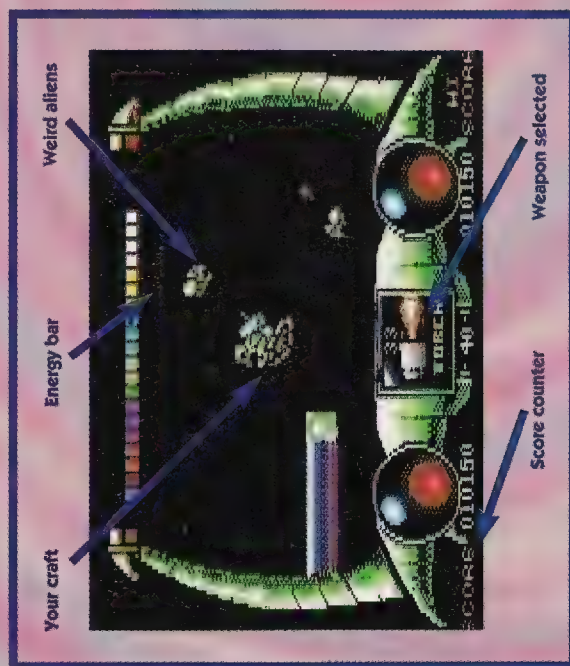
Apparently the people who launched Pioneer 10 in 1973 created somewhat of a problem for the future occupants of the Earth. Giving the whereabouts of the planet was a grave mistake as an alien spacecraft has landed and the ship's self-destruct mechanism has been started (oops!). Only you can save the Earth now...



Brian



At the start of the game is a small energy boosting beam. You can return here if your energy is low at any point of the game



**A** group of Steg pirates set off a self-destruct mechanism their ship when it landed on earth. Unfortunately the first person to reach the ship after this was you.

Being a super intelligent person you realised that there were just 60 minutes until the ship cooked your pot roast. The explosion would result in the destruction of the Earth – so it was vital that you stopped it.

Shoot'em-ups come and go in the game business and only the greatest ever survive.

Extreme is one of the multidirectional scrolling blasts, in the mould of Netherworld. The

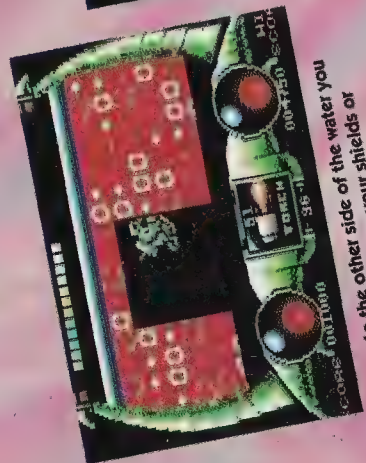
difference being that mindless violence isn't the only action and puzzles have to be solved in order to progress anywhere.

The main sprite is a strange contraption consisting of nothing more than a gun and a jet engine with tank-style tracks which moves quickly around the screen.

### FROM SMALL BEGINNINGS

You start armed only with a flame thrower and a few shields for protection, but different weapons can be picked up at various points of the game.

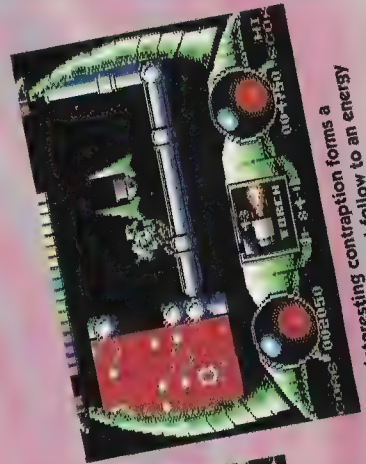
Controlling the little character and I think I'll call him Reginald as



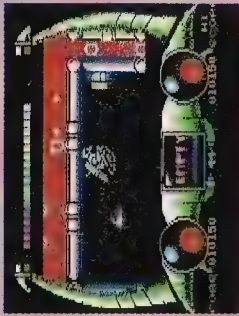
To get to the other side of the water you will have to either use your shields or cross in a large air bubble



Reg continues forwards on his seemingly impossible mission. Hopefully if he's lucky he'll get back in time for tea



This interesting contraption forms a gem which you must follow to an energy plant elsewhere on the ship



Shooting this switch will declare the water system open for you to access. Now comes the hard bit...

the manual doesn't give a name, is very easy with Reg responding well to the movements. Control is by either joystick or keyboard.

The first thing you'll notice is that the craft is filled with all sorts of small weird aliens. These fly around and generally get in Reg's way, reducing his energy supply when he touches them.

Switches can also be shot to open passage ways to other parts of the ship. Oh, it would be useful to know that you are scared of all liquids as they rust all of your components making you useless.

Earth's future is in your hands – how many times has that been said to you? – and you cannot possibly fail. Can you?



## FACT FILE

Software House: Digital Integration  
Development Team: Enigma Variations

**D**igital Integration usually produce accurate sims, with the closest it has got to an arcade game probably being the excellent ATF.

The graphics on Extreme are well drawn and animated, even though they do flicker slightly when moving. The scrolling is very smooth.

Sound effects are fairly standard and serve their purpose well with a rather nice tune playing throughout.

The puzzles are perhaps a little too easy to solve but the mindless blasting will keep everyone amused for quite a long time.

The gameplay is a little too repetitive with each area of the ship looking rather like the last. Nice try Reg!

**X-RATING: XXX**

**Gameplay: 14/20**  
**Lastability: 12/20**  
**Presentation: 14/20**

RELEASE INFO	
Spectrum	c£11.99 Now
d£16.99	Now
Amstrad	c£11.99 Now
d£11.99	Now
c£11.99	Now
d£16.99	Now



# ARROW FLASH



**The blend of pure arcade shoot'em-up action with pure arcade shoot'em-up action (so it's an arcade shoot'em-up then! - Ed) - a combination which usually comes up a winner. Hopefully the latest offering on the Sega 16-bit machine won't disappoint and it definitely isn't for people with weak hearts...**

Dr Herbert Schwinn has one heck of a problem, Zorgon V has murdered his beloved wife and both he and his daughter are trying to cope with their loss. To top this Zorgon V is also trying to ransack Dr Schwinn's laboratory and steal his fabulous time travel project.

As usual the solution to his problem is violence, violence and more violence. He calls his daughter, Anna, to him and instructs her to pilot a special craft he has been working on called Arrow Flash.

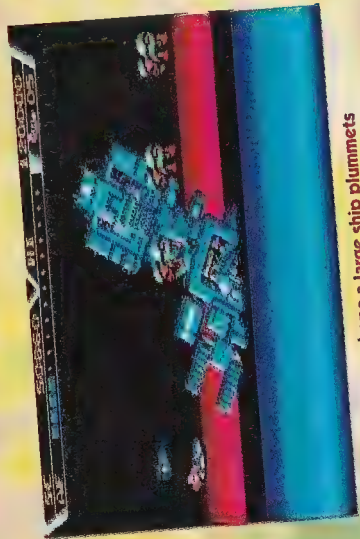
This vehicle was so advanced that during battle it could change from its usual form into a speedy shuttle. But before this wonder of



Flashing your arrows all through the Zorgon V terrain. Weyhey! Fun, fun, fun!

technology could be launched the evil beings at Zorgon V attacked the lab and killed poor old Dr Schwinn.

Anna in a rage quickly climbed inside the Arrow Flash and started an awesome revenge mission.



Halfway through level one a large ship plummets through the night sky and then stays on the horizon for the rest of the level



The first end-of-level meanie was nay hassle. Be assured that the rest won't be quite as easy to defeat



It's dark sunglasses time as you progress a little bit further into the game, only jokin'... or am I?

which if things went wrong could cost her, her life.

This may sound like a heart wrenching tale which makes you feel all goey inside. However, the goeyness stops here and the action starts. The Arrow Flash is a rather sophisticated piece of machinery.

**ANNA SCHWINN - 'AVENGER'**  
It starts off firing your average spud-gun type shots which only penetrate the naifest of all aliens. Power-ups can be collected throughout all the levels and they really begin to fill the entire screen with bullets of immense proportions.

At the touch of a button your craft will transform into the shuttle, this can operate some weapons which your standard machine

cannot. The arrow flash turns you into a burning arrow for a short time allowing you to whizz around the screen bashing all other nasties while you remain unscathed.

As with most console products you can enter an Options menu before starting the game. This allows you to set your number of lives or change the difficulty level. But on this game the most important option is to set the arrow flash power to either stock or charge.

The charge gives you an R-Type style power-up whereby holding down the fire button gives you a more powerful flash (oo-ert) The stock makes you collect arrow flash units to power your weapon.

The death of the Schwinn's will go down as an almighty botch if you fail but if you succeed...



## FACT FILE

**Software Houses:** Sega  
**Development Team:** Sega Enterprises Ltd

I have always been a die hard shoot'em-up fan, but then again who hasn't? The first thing you'll notice is the quality of the graphics, they are rather tasty if you ask me.

It is really the parallax scrolling that stands out as you begin to progress with at least ten different levels on screen, this is also very smooth indeed.

The sound effects are adequate but nothing special with many blasting sounds coupled with an in game backing track that isn't very special.

But, shame of shames, the game seems far too easy. I spent 15 minutes on the game on my first go! However, the really awesome graphics mean you'll want to see later levels, so this adds to the addictiveness.

Arrow Flash is enjoyable for a while but this soon dies down, in a shooty game this is not at all what you want. For a beginner to computers this will be an excellent game to practise with but for hardened junkies like me, it won't last longer than a few hours.

**X-RATING: XXX**

**Gameplay: 13/20**  
**Lastability: 13/20**  
**Presentation: 16/20**

**RELEASE INFO**  
Mega Drive £33.00 Now



# FACT FILE

Software House: On-Line Entertainment Ltd  
Development Team: Kirk Moreno

The simple point-and-click control method of Chaos in Andromeda makes it a joy to play and it is obvious that a lot of thought has gone into the structure of the game.

The pre-game set-up where you create your character is short and sweet, but manages to pile everything about your character into a few statistics. As with a lot of RPG's the most familiar stats are present so fans of the genre will have no problems with familiarity.

The play area of Andromeda certainly covers a very large region, and the ability to walk freely in and out of the numerous buildings and thoroughly explore the countryside is refreshing.

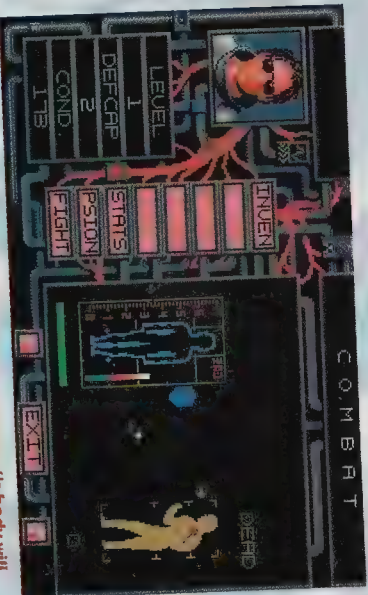
The game is however, a little repetitive in certain respects making it slightly lacking in the lastability department!

Overall though, this is a fairly enjoyable game which I feel should appeal to both the strategy and role playing fans out there.

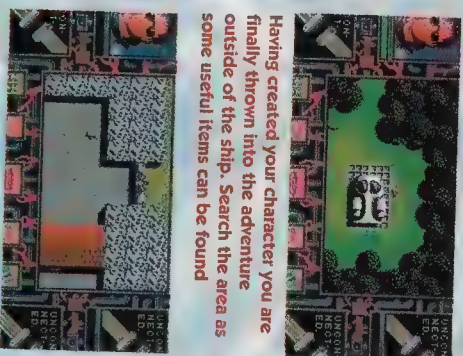
**X-RATING: XXX**

**Gameplay: 14/20**  
**Lastability: 12/20**  
**Presentation: 13/20**

**RELEASE INFO**  
Amiga? **£24.95 Now**  
CDTV **£29.95 July**



When combat takes place a close up of your opponent's body will be shown. You have the option to strike at one of three parts of his body where the blow will hopefully do most damage



Having created your character you are finally thrown into the adventure outside of the ship. Search the area as some useful items can be found

Having been blocked by city guards at the gate, you have managed to gain entrance by a small passage to the west. What lies inside? Explore and see...

# CHAOS IN ANDROMEDA

**M**any months ago you were in a Starcruiser crash which resulted in you receiving extensive injuries, including the loss of your eyesight in the blaze which engulfed the ship.

Luckily for you your body was recovered from the wreck and after many weeks of recuperation your sight has returned, thanks to the latest technological breakthrough – artificial optics.

It seems your memory has been erased, and you remember nothing of your past. You've forgotten your recruitment as an agent, and even the mission briefing.

As an agent, you have been chosen to be sent to Andromeda. Once there you must locate an important missing scientist. This scientist is the missing link, who will bring peace across the galaxy. Andromeda isn't a place which

can be explored in a matter of minutes. You'll also notice that if you don't use your charms most of the locals will be hostile to you.

Chaos in Andromeda is a futuristic role playing game which is controlled via the mouse and keyboard. First of all you must define your character.

## BUILD THAT BOB

There are various statistics to be decided upon including strength, dexterity, constitution, intelligence, wisdom, charisma and intuition.

When you begin you'll be standing outside a ship. Various icons let you carry out different things, such as pick items up, or start a conversation.

Clicking on your portrait will bring up a further selection of options. These include use an object, equip yourself with various items, use your psionic abilities or rummage through inventory.

- The game area where you can explore Andromeda
- Your character's portrait
- Spare place for extra droid companions
- The option to save or restore a game
- Change your mood from relaxed to alert
- The eye allows you to examine objects
- Selecting the mouth will start a conversation
- Choosing the hand will make you pick up an object
- The text display informs you of the goings on
- Put your money where your mouth is and hand over the cash

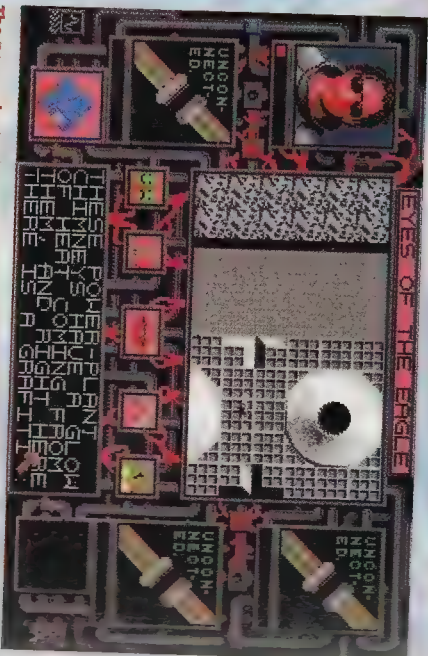
**Alex**

The past year has been a horrific nightmare in your life, but your memory seems unclear as far as the events over these past twelve months are concerned. Do you remember the accident which resulted in your eyesight being lost? Or does signing up as an agent mean anything to you?

To move your character you can either click on the location with the mouse, or use the arrow keys to move a square at a time.

Throughout the land are houses which can be entered by simply walking through the door. Once you are inside the roof will disappear, giving a clear view of the interior.

After locating new objects it's possible to upgrade your character by equipping him with these objects. Also his physical and mental skills should increase when something particularly outstanding is achieved.



The powerplants glow in mysterious colours and hold more clues, but how can you examine them further without getting singled?



# FACT FILE

**Software House:** Audiogenic  
**Development Team:** Mr. Micro  
**Programmer:** Handmade Software  
**Graphics:** Pat Fox  
**Sound:** David Whitaker

**T**he basic appearance is an indication of what you're in for. The game's blocky graphics are not as good as you'd expect these days, although the soundtrack is good.

The control method is simple, but bad sprite detection can be annoying when it's a matter of life or death.

The game will take a lot of exploring, but because of it being very similar throughout you may find it too repetitive. Included with the game is a free copy of the best-selling Joe Dever book, *The Plague Lords of Rucl*.

**X-RATING: XXX**

**Gameplay: 12/20**  
**Lastability: 11/20**  
**Presentation: 10/20**

RELEASE	INFO
64	d\$15.99 Nov
Spectrum	c\$11.99 Nov
Amstrad	d£15.99 Nov
Atari ST	c£11.99 Nov
Amiga	TBA
PC	TBA



At the end of each tower you come up against the evil demon which is an exact replica of yourself. Only skill and brawn will bring you through this one



Lone Wolf is based on the popular fantasy books which have sold seven million copies worldwide. All of Joe Dever's creatures have been included like this grim reaper



In front of you is a mirror. From its appearance it looks ordinary, but it is rumoured that the Mirror of Death holds great power to the holder...

# LONE WOLF

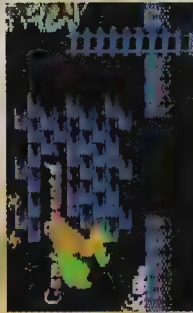
Adapted from the Joe Dever fantasy role playing books, Audiogenic's Lone Wolf is a platform style romp where you must use your Kai skill to conquer the seven demons of Khazon-Gor. So starting from Khazan-Gor let the game begin...



must complete each and every tower, and defeat the demon. These unearthly monsters however, take the form of evil dopelgangers. In other words you must battle against an exact replica of yourself - what tougher challenge could there be?

Lone Wolf is controlled by the joystick or keyboard. The usual nudges of the joystick send your character walking or jumping in the desired direction.

Pulling the same moves and holding the button down will make your character swing his sword or



Simple joystick controls allow you to move Lone Wolf quickly and easily, jump massive canyons and avoid flying shurikens - what a hero!

attack with his fists. You can also use your Kai skills by tapping the function keys.

The Kai skills are special

**T**he Lone Wolf is the last of the Kai Masters of Sommerland. You were made the sole survivor when the Dark Lords of Helgedad massacred your kinsmen in a bloody war.

The fortress of Khazan-Gor is the setting for the beginning of the game. Having heeded the advice you smashed the Mirror of Death. As you guessed the mirror shattered, unleashing seven creatures from another dimension, they promptly took refuge in the towers of the castle.

Having entered the castle you

## WOT NO FULL MOON?

Animal kinships is the ability to form an image of a wolf and transfix your opponent with fear, where as invisibility will make you almost unbeatable in combat. The sixth sense is skill which will let you find your way around the castle, and divinity will let you see any invisible enemies.

Weapons skills just makes Lone Wolf handle his sword more effectively and healing makes you recover from damage and fatigue much quicker.

Endurance is represented by the four wolf heads at the bottom of the screen. When a head turns into a skull it means you've lost one quarter of your power.

Obviously the use of the healing skill will replenish one wolf's head, but only when you're battling against one of the seven demons.



Before you start your quest you can choose four Kai skills. These are extremely useful and can prove indispensable in many situations

## THE MIRROR OF DEATH

The four Kai skills you have acquired

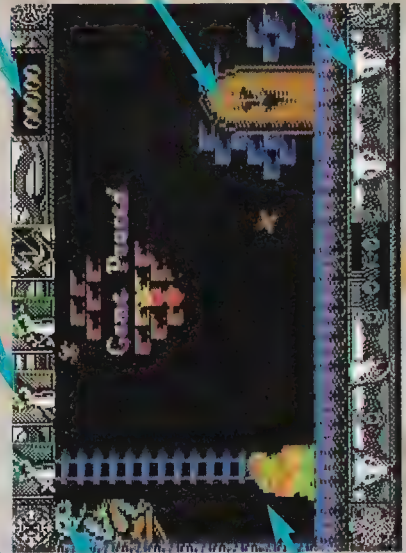
Your score is boosted every time you defeat an enemy

A deadly star-spitting gargoye

A door that may hide secrets is you can get past the dangerous doorknob

The hero of this adventure, Lone Wolf

The four rats' heads which indicate your power

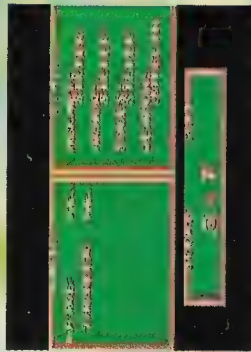


# GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

## Ghouls 'n' Ghosts Master System

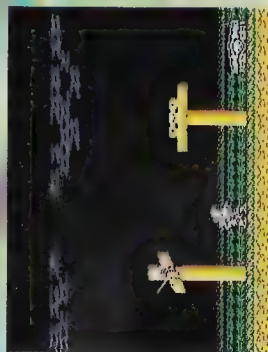
**Software House:** Sega  
**Development Team:** Sega Enterprises: Japan

The Mega Drive version of Ghouls 'n' Ghosts was virtually flawless, and the Master System, taking into account the machines capacity, is a valiant



attempt. The graphics are visually eye-catching, although sprite glitches are perhaps too frequent.

The game plays quite well, but is unfortunately let down by suspect sprite detection which can be at times very annoying. Sonically, the game is great,



with the tunes being the same, although not as good, as the 16-bit counterparts. Overall, a competent game which is let down by one or two faults.

**X-RATING:** XXXX

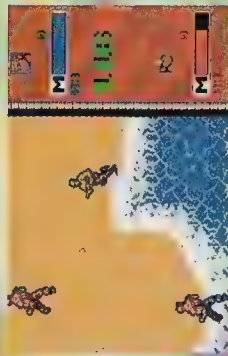
**Gameplay:** 13/20  
**Lastability:** 11/20  
**Presentation:** 14/20

## Mercs Atari ST

**First Reviewed:** Issue four  
**Software House:** US Gold  
**Development Team:** Hiertext  
**Programmer:** Antony Ball

The Amiga version of Mercs managed to come pretty damn close to the coin-op original, but sadly the ST couldn't handle the scrolling or screen size and the end result is disappointing.

The screen has had to be cut down



and the scrolling is unbearably bad.

The graphics are identical across the two formats, although the ST spritz



animation has suffered slightly. The sound is as good as you'd expect.

Compared to other products around at the moment, Mercs is a poor comparison of what could have been an excellent conversion.

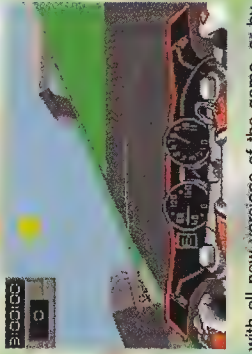
**X-RATING:** XXXX

**Gameplay:** 4/20  
**Lastability:** 10/20  
**Presentation:** 13/20

## Team Suzuki Trainer Disk Atari ST

**Software House:** Gremlin Graphics  
**Programmer:** Karl West  
**Graphic Artist:** Jerr O'Carroll  
**Music:** MC Slack

Many will have had problems getting around courses in Team Suzuki - the game is simply too fast. Now there is a training mode available free of charge



with all new versions of the game, or by mail order from Gremlin.

Basically this disk allows you to race around a track at a reduced speed so you can get the hang of the Suzuki.

The graphics and sound are identical to the proper version of the game, this is



merely simplified in terms of gameplay.

Overall I think this is a great idea. The only problem is with lastability as you will soon beat it!

**X-RATING:** XXXX

**Gameplay:** 15/20  
**Lastability:** 12/20  
**Presentation:** 15/20

## Betrayal IBM PC

**Software House:** Rainbird  
**Programmer:** Harvey Stroud  
**Graphic Artists:** Ron Ashley, Ian Fairfield

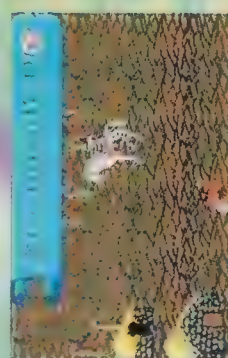
Rainbird has now released its fantasy strategy simulation on the trusty old IBM PC. The Amiga version of the game was greeted with fairly positive reviews.

Basically it is a strategy game



whereby you control the destiny of a land over which you rule.

The graphics and sound of the PC version are a far cry from the Amiga original. The enhanced capabilities of the VGA graphics board should have been used but Betrayal is stuck with dated looking EGA graphics giving the game a



very primitive appearance.

However this does not detract from the game and it will be very popular with strategy fans.

**X-RATING:** XXXX

**Gameplay:** 14/20  
**Lastability:** 15/20  
**Presentation:** 11/20

## Warzone Atari ST

**First Reviewed:** Issue two  
**House:** Core Design  
**Programmers:** John Kirkland  
**Graphicists:** Terry Lloyd  
**Sound:** Matthew Simmonds

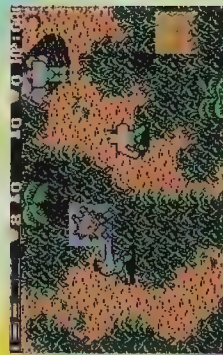
Running through seven packed levels with a chum, each of you armed with a rather large gun and a whole host of power-ups is a way which every shoot'em-up junky spends their time.

With this game I wouldn't blame them either, as it is one of the best



games I have seen for a long time.

This game has immense playability and the graphics are excellent. The Amiga sound effects weren't awe inspiring but certainly served their purpose, the same applies for the ST version. If your like nothing more than a



good long blast I recommend that you go out and buy this game straight away.

**X-RATING:** XXXXX

**Gameplay:** 18/20  
**Lastability:** 15/20  
**Presentation:** 16/20

# PUBLIC APOLOGY

M. D. Office Supplies would like to apologise to all its competitors in this magazine. As ever we shall be offering Diskettes, Storage Boxes, etc at prices which are simply INCREDIBLE

## JUST LOOK AT THESE SUPERB OFFERS



### LIFETIME DISKETTE WARRANTY



ALL STORAGE BOXES SUPPLIED ARE ANTI STATIC, LOCKABLE, HAVE AMPLE DIVIDERS AND TWO KEYS

#### 'MAGIC MEDIA' HIGH DENSITY 3.5" DISCS

10 DS HD 3.5" 1.44 MEG DISCS IN LIBRARY CASE.....	£14.99
30 DS HD 3.5" 1.44 MEG DISCS WITH STORAGE BOX.....	£39.95
50 DS HD 3.5" 1.44 MEG DISCS WITH STORAGE BOX.....	£49.95
100 DS HD 3.5" 1.44 MEG DISCS WITH STORAGE BOX.....	£64.99

(AS EVER LIFETIME GUARANTEED, UNQUESTIONABLE QUALITY)

#### 5.25" 'MAGIC MEDIA' DS DD DISCS

20 DS DD 5.25" 720K DISCS WITH OUR DELUXE STORAGE BOX.....	£13.95
50 DS DD 5.25" 720K DISCS WITH OUR DELUXE STORAGE BOX.....	£19.95
70 DS DD 5.25" 720K DISCS WITH OUR DELUXE STORAGE BOX.....	£23.95
100 DS DD 5.25" 720K DISCS WITH OUR DELUXE STORAGE BOX.....	£29.95
200 DS DD 5.25" 720K DISCS WITH 2 DELUXE STORAGE BOXES.....	£54.95

What can we say, simply these are the best value money can buy. These diskettes are packed in 10's, certificated, tested, 100% quality product  
**YOU CANNOT BUY BETTER**

#### ACCESSORIES

100 CAPACITY 3.5" LOCKABLE STORAGE BOX.....	£7.95
100 CAPACITY 5.25" LOCKABLE STORAGE BOX.....	£7.95
3.5" OR 5.25" PACK OF 5 LIBRARY CASES.....	£4.95
TILT N TURN MONITOR STAND.....	£12.95
UNIVERSAL PRINTER STAND.....	£7.95
PROFESSIONAL PRINTER STAND.....	£24.95
3.5" OR 5.25" HEAD CLEANERS.....	£2.95
DELUXE MOUSE MATS.....	£2.95
ROLL OF 1000 3.5" DISKETTE LABELS.....	£12.95

#### BRILLIANT EXCITING NEW PRODUCT

Re-Ink the product that will allow you to re-use your fabric ribbons up to 50 times. Sounds amazing and it is, just think of the saving you will make.  
1 can of Re-Ink is all you need, and the price!

**£12.95!**  
Simply Incredible!

#### BANX BOXES

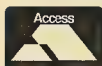
BY OVERWHELMING PUBLIC DEMAND WE ARE NOW ABLE TO OFFER THESE BOXES AGAIN. THEY STACK HORIZONTALLY OR VERTICALLY.  
FIRST COME - FIRST SERVED  
ONLY **£8.95**

#### ATARI REPLACEMENT MICE

Probably the best two mice on the market. Logitek or Naksha, host of features, reliable, very smooth operation, superb value and best of all only **£29.99**

18 CRESCENT WAY, FARNBOROUGH, KENT BR6 9LS. TELESales HOTLINE: 0689-861400

(All prices quoted are inclusive of VAT and carriage UK Mainland only) E.&O.E.  
EDUCATIONAL & GOVERNMENT ORDERS WELCOME



# WAR ZONE







**GAMES-X**  
**POSTER**

MEGADRIVE  
GAMEGEAR  
LYNX  
PCENGINE

# THE · CONSOLE · SPECIALISTS

FAMICOM  
NEO  
GEORGE  
GAMEBOY  
NINTENDO

WE PRIDE OURSELVES ON FAST EFFICIENT SERVICE

**MEGADRIVE** FROM **£129.95**  
 UK CONVERTOR ADAPTS JAPANESE GAMES TO PLAY ON ENGLISH MACHINES

**£24.95**  
 DJ BOY ▪ MEGA PANEL  
 ESWAT ▪ GHOSTBUSTERS

**£29.95**  
 MAGICAL HAT ▪ MICKEY MOUSE  
 WONDERBOY III ▪ SHADOW DANCER ▪ GAIN  
 GROUND ▪ HELL FIRE ▪ DYNAMITE DUKE

**£34.95**  
 STRIDER ▪ MONSTER HUNTER ▪ ELEMENTAL  
 MASTER ▪ AERO BLASTERS ▪ DANGEROUS SEED  
 SUPER AIRWOLF ▪ HEAVY UNIT ▪ MUSHA ALESTE

**£39.95**  
 KA GE KI ▪ MIDNIGHT RESISTANCE  
 PGA TOUR GOLF ▪ LAKERS Vs CELTICS

**GAMEBOY**  
 GAMEBOY TETRIS PACK £69.95  
 WWF £26.95  
 FINAL FANTASY £29.95  
 F1 RACE + 4 PLAYER ADAPTOR £29.95  
 ALL OTHER GAMEBOY GAMES £24.95  
 KUNG FU MASTER ▪ ROBOCOP ▪ BATMAN  
 SERPENT ▪ DRAGONS LAIR ▪ BUBBLE  
 BOBBLE ▪ DUCK TAILS ▪ TMNT ▪ DOUBLE  
 DRAGON ▪ OPERATION CONTRA  
 CARRY CASES FROM £17.95

**NINTENDO**  
 CONVERTED NINTENDO REQUIRED  
 TO RUN ALL AMERICAN GAMES  
**CONVERSION £20.00 + P&P**  
 NINTENDO AMERICAN GAMES (CONVERTED)  
**FROM £34.95 - £44.95**  
 WWF ▪ SUPER MARIO III ▪ DOUBLE DRAGON  
 TURTLES II ▪ JACKIE CHAN ▪ BART SIMPSON V  
 SPACE MUTANTS ▪ MEGA MAN III ▪ PUNISHER

**FAMICOMS**  
 FAMICOMS FROM £299.95  
 ULTRA MAN ▪ PILOT WINGS ▪ GREAT BATTLE  
 MARIO IV ▪ F-ZERO ▪ ACT RAISER ▪ GRADIUS III  
 FINAL FLIGHT ▪ SIM CITY ▪ DARIUS TWIN ▪ HOLE  
 IN ONE GOLF

**GAME GEAR**  
 GAME GEAR FROM £99.95  
 GAMES £29.95  
 NINJA ▪ G-LOC ▪ WONDERBOY ▪ MICKEY  
 MOUSE ▪ DRAGON CRYSTAL ▪ BASEBALL  
 GOLF ▪ PSYCHIC WORLD  
 ALL OLD GAMES £24.95

**LYNX**  
 LYNX FROM £99.95  
 ALL GAMES £29.95

**PC ENGINE GT**  
**£249.95**

WHEN IT COMES TO CONSOLES CHOOSE THE PROFESSIONALS

TRADE ENQUIRIES WELCOME

**PRO GAMES**

ALL GOODS SENT BY FIRST CLASS MAIL

SECOND HAND GAMES BOUGHT AND SOLD

POSTAGE: IN LONDON GAME POSTED FREE OF CHARGE, CONSOLES £3.00. OUTSIDE OF LONDON GAMES £1.00, CONSOLES £5.00  
 PLEASE MAKE CHEQUES PAYABLE TO PROGAMES

*We're here to help and advise... call:*  
**TEL: 081-769 9937 / 081-769 4688 FAX: 081-664 7239**  
**MACHINE SHACK SHOP - 081 769 6401**  
 10 MITCHAM LANE, STREATHAM, LONDON, SW16 6NN



If anyone dares to even think about sending in cheats that we printed in the last issue I will personally strap them into a chair and force them to have a trendy conversation with Leslie 'Boy' Bunder. Indeed, a fate worse than having your nipples nibbled by a randy rabid hedgehog!

If you have any decent tips however, write to: Tip X, Games -X, Europa House, Adlington Park, Macclesfield, SK10 4NP.

## BRAT

- Imageworks

Lee Warham from Ashington has very kindly provided us with all of the level codes for Brat - what a nice man!

- Level 2 - MIHEMOTO
- Level 3 - SASUTOZO
- Level 4 - SUMATZEE
- Level 5 - NOKITAGO
- Level 6 - ITSANONO
- Level 7 - NOZIMATO
- Level 8 - NOZITOMO
- Level 9 - MOKITEMO
- Level 10 - ZUMOHATO
- Level 11 - CHANASTU
- Level 12 - NAGAITSU



## OPERATION C


- Nintendo GAME BOY!

Another little cheat from our pal Simon Brown in Jersey. This time it's for the Game Boy version of Operation C. Press up, up, down, down, left, right, left, right, B, A, B, A on the title screen and you will be able to begin your game on any level you want - except for the final one.

## PROBOTECTOR - Nintendo

Simon Brown from Jersey has sent down, down, left, right, left, right, B, A, B, A on the title screen will reward you with 30 extra lives.

## SLIME WORLD

- ATARI 

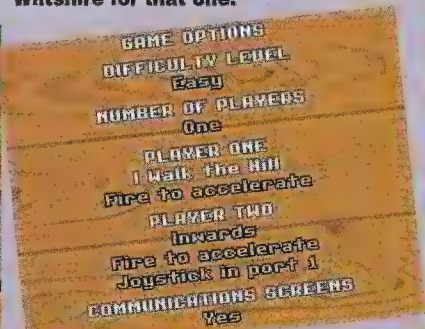
The code numbers for the levels of this excellent arcade adventure come from Tom Cresswell from Flixton in Scarborough.

- Level 1 - 8F0BC8
- Level 2 - 20D988
- Level 4 - A48278
- Level 5 - 7CE2D1
- Level 3 - A610C8

## SUPER CARS II - Gremlin

This week we bring you a nifty little tip for the classic racing/combat game. If you type in player one as I Walk the Hill and player two as Inwards, you will be blessed with 99 of every weapon plus

the third grade of all the add-ons! On top of this you will also qualify, regardless of the position you finish the race in! Thanks to Chris McKinley from Wiltshire for that one.



## CHUCK ROCK

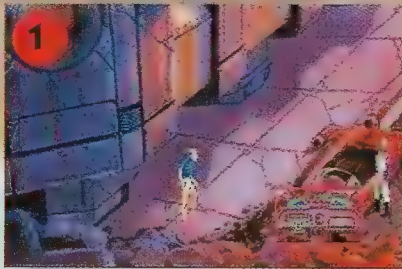
- Core Design 

In Issue three we ran a couple of cheats from a young lady by the name of Alison Morgan - well now she's back with a vengeance! This time she tells us that pressing escape twice and then typing in TURN FRAME whilst the band are playing will allow you to select your level using the number keys 1-5.

By the way Alison, I'm soorry for spelling your surname wrongly last time!

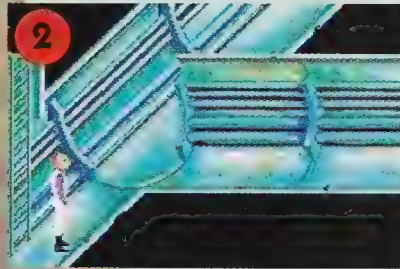
Alright, let's begin. First collect the rope from the bottom right screen. Go to the top right, and hide behind a pillars. take the rope from your inventory and click the icon on the ground. Roger should now create a snare. Wait for the rabbit to stumble into the circle before clicking the hand icon on him in order to make the catch...

PC



Go to the land-speeder on the left, and take the laptop Pocket-Pal computer from the glove compartment.

Head to the north-west corner of the intersection and open the sewer grate on the floor. Climb down. Roger will fall into the sanitation office



Operate the desk blotter take note of the message, and collect the empty jar. Open the door by turning the wheel, and leave the office.

Scoop the green slime from the sewers and into the jar. Make sure you run away, as the slime is deadly if it touches you



To leave the sewers, climb the ladder down the west side of the complex. When Roger is peering from the safety of the manhole, waiting for the Sequel Police to leave before climbing out. If Roger Wilco takes too long to do this, the manhole cover will become too heavy and you'll have to try again



Walk to the ship, and click the hand on the open hatch behind the rear strut as quickly as you can. If all goes well, Roger should cram himself in the landing gear compartment.

Walk left but stay concealed. Wait for the second time-pod to appear, and watch the pilot walk up screen. Using the hand icon, quickly click on the pod and climb in



Now that you are in the time-pod you have to use the SQIV space piston manual to identify certain scientific codes. Make a note of the symbols on the navigation computer as you'll need these later. Punch in six codes, and tap return. Enter another six digits and you'll warp through time and space to the distant galaxy of Estros



Climb out of the pod and walk to the left of the plateau. Wait for a large show to pass overhead before climbing down the nearby stairway. Hopefully, there should be a pterodactyl waiting for you.

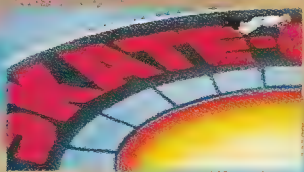
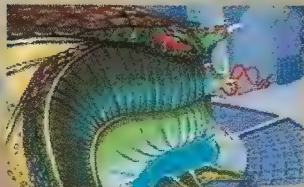
Once you've been dropped off in the nest, search the policeman. Walk to the right side of the nest and fall through

## ESTROS

Having watched Roger plummet towards the ground and then land in the water, wait for the Latex Babes to appear. Hang on until the conversation ends before climbing into their submarine.

Once again wait for the hands-off sequence to finish, when the giant sea slug is staring you in the face. As the tentacles begin to wrap around Roger, press the red button on the chair. This will shock the creature and he'll back away.

Walk over and pick up one of the air tanks to the right, and choose that item from your inventory. When the slug pulls you towards it, click the tank icon on the slug's mouth. The Babes will rush back treating you as a hero, and then it's off to do some shopping!?!



## THE SHOPPING MALL



Pick up the cash card the Latex Babe leaves behind. Use the moving walkways to make your way to Big and Tall where you must buy some new clothes. Now you have a decent set of threads, walk to Monolith Burgers and apply for a job.

If you get sacked, your boss will give you a job again, but you only get two chances to earn a minimum of 26 buckazoids. When you do get sacked, make sure you pick up the cigar butt he throws at you



Enter the software shop, and buy the Space Quest IV hint book. Go back to the clothes shop and enter the changing rooms. Roger will now put on his normal clothes.

Walk into the arcades and play Ms AstroChicken if you so desire. You can keep playing until it overloads. Make your way to the top right of the amusements and wait



Next enter the womens' clothing store and buy a dress before dressing up in drag. You now have the perfect disguise to fool the bank machine. Strut down to the bank, insert the card and empty the account



The Sequel Police should appear. When they start to follow you, make a dash for the Skate-O-Rama. Swim to the top of the dome and wait. When they appear, two laser blasts will narrowly miss you and the recoil from the guns will send them shooting in the other direction.

Leave the Rama, go back to the arcades and climb into the time-pod. Consult your hint book and get one half of the code to enter into the navigation computer. The remaining symbols can be found on the piece of paper discovered earlier

## THE ULENCE FLATS



**11** If you've played the first game, you'll no doubt recognise this place. Most of the shops have been closed down, and the only remaining source of excitement is the bar. Make your way inside to see what's going on



**12** Walk in front of the Monochrome boys, and they'll throw you out of the door. Now they say revenge is sweet, and those bikes do belong to them. Select the hand icon and click it on the hover-bikes. Sit back and watch the hands-off sequence



**13** Having lured the robots from the bar, make your way back to the right and inside. However, if they charge towards you on their bikes you have to simply jump out of the way at the last moment. Having returned just pick up the box of matches and leave



**14** Make your way back to the time-pod and clamber inside. You will now need to make a return journey to Xenon, so hopefully you remember to scrawl down the various digits. Enter them and you'll appear back in the hanger bay

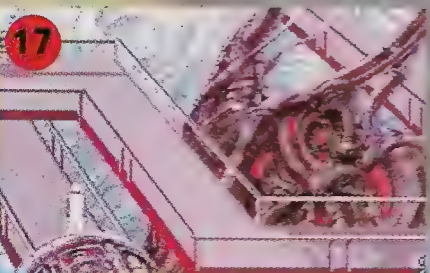
## BACK ON XENON



**15** Walk over to the door on the right. You'll find that it is locked. Choose the jar of slime from inventory. Dissolve the lock with the acid and use the hand icon to open the door. When you walk into this tunnel for the first time, make sure you have the matches and the cigar butt



**16** Now you have to light the cigar butt. The smoke emitted will make the lasers appear. Use the eye to take a close look at the keypad on the right. The numbers you must enter are the angles of rotation of the lasers. You must make the lasers face vertically



**17** Having walked through the laser tunnel you'll now be inside the Super Computer. First of all use the eye icon to look closely at the small terminals on the railings. Make a note of the plug shape and return to the time-pod.



**18** The correct codes for the mall will be shown on the navigation computer just before you leave the arcades for the first time. Warp back to travel to Radio Shock and purchase the correct plug. Go back to the pod and leave for Xenon again

## INSIDE THE SUPER COMPUTER



**19** From the tunnel, go up-screen. Turn left and take the stairs on the left and go down. Wait for the droids to appear on the right, before returning to the previous screen and backtracking to the first Super Computer screen. Head west to the programming chamber



**20** Once in the chamber, use the hint book to open the doors. Enter the code on the keypad. When inside, trash the droid icon by dragging it over the toilet. Finally, bin the brain, which will start the formatting sequence



**21** Now that the droids have been disabled and the formatting sequence has been initiated, make your way out of the programming chamber, to the elevator on the far left of the Super Computer. Go up and walk north, and the right. Enter the tunnel



**22** Walk across the bridge and use the arrow keys to force Roger back into the white beam. Climb down the ladder on the left to retrieve the floppy disk. Choose the disk icon and insert the floppy in the drive



**23** Click on the beam upload to get Vohaul into the super computer. Click on disk upload to transport Roger Jr into the computer. Finally click on Roger's name and then on beam download. Roger will be put back in his body and the Evil Sludge Vohaul will be formatted

# CHUCK ROCK PLAYER'S GUIDE

Chuck is your average couch potato. He'll sit all day in front of the TV and drink cans of lager (low alcohol fact fans!). This was the case however, until his wife Ophelia was kidnapped by the arch villain Gary Gritter. Some levels you will encounter in your quest to save your loved one can be really hard, and so here are some cracking maps of level one for you to dribble over.

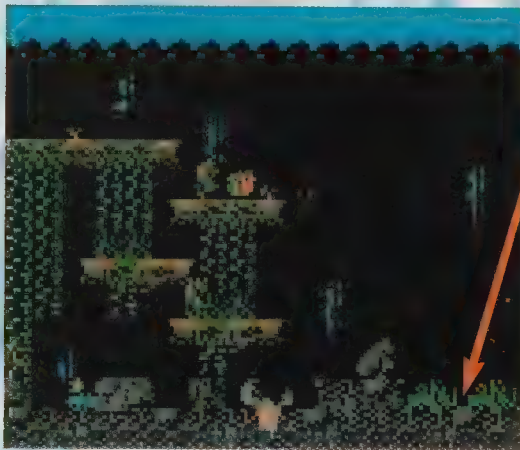


**3** Pick up the rock from here and throw it up onto higher platforms to kill any daft creatures who stand in your path. Seemingly they don't notice the huge rock that is perched above your head

**2** This bird is a rather nice little chappie. If you knock him with your beer belly he will wake up and carry you across the hole. This can come in rather useful as it is the only route across this particular gap

**1** The rock from the start will have to be picked up and thrown onto the nose of the unsuspecting crocodile - rather painful you might think but he's used to it! - thus catapulting you skywards for a certain distance until you have reached the platform above

**4** Don't carry a small rock any further than here or else the large rock will not be at the bottom for you to collect. You can throw it upwards if you aren't sure whether the other rock will be there. This is actually very important as...



**5** ...the large rock is used as a stepping stone to get past these rather horrible spiky plants. You should just throw it from the left into the centre allowing you to cross unscathed. A smaller rock would not have been high enough to enable you to cross and two small ones won't pile on top of each other

**8** The end of this stage - hurrah! More increasingly difficult stages stand in your way so good luck. But before you can go any further a rather large dinosaur must be disposed of by repeatedly hitting it with rocks



**6** Jump this gap - you will just be able to make it. There are no flying beasts which will get in your way as you leap. If you have a lot of life force you can drop onto the bush and bounce across and continue to the end of the level

**7** Two rocks must be piled on top of each other as the platform above is very high. One rock will already be there and you must collect the other from further back and throw it from very near to the bush. It will land on top of the rock which is already there and when you jump you will land on the first one

## Pssst, come over here...

1. Always try to memorise the easiest route through the level as the shortest is usually the hardest.
2. Carry a rock with you nearly all the time as they can be thrown at creatures on lower platforms.
3. When shooting upwards from a croc's back keep kicking just in case there is some sort of creature on your destination platform.
4. The rhino at the end of the first level can only be hit with a rock. This must be thrown from the highest point.
5. Chuck is a real wimp and the tiger at the end of level two reduces him to a quivering wreck. So beware.
6. If you find a rock, collect it. It might be used for something important a little further on.
7. Erm...

The Stores  
Milstead  
Nr Sittingbourne  
Kent  
ME9 0SA  
☎: (0795) 83270

# OUTLAND SOFTWARE

STOCKISTS OF MULTI-FORMAT GAMES AND PERIPHERALS

## MEGADRIVE

MEGADRIVE (PAL).....	125.95
PRO 2 JOYPAD.....	14.95
PRO 1 JOYSTICK.....	27.95
ARCADE POWER STICK.....	33.95
AFTERBURNER.....	29.95
DARIUS II.....	32.95
DICK TRACEY.....	29.95
GAIARES.....	35.95

## SUPER FAMICOM

BIG RUN.....	42.95
FINAL FLIGHT.....	43.95
F ZERO.....	42.95
GRADIUS III.....	37.95

## MASTER SYSTEM

DICK TRACEY.....	22.95
GAUNTLETT.....	22.95

## LYNX

CALIFORNIA GAMES.....	23.45
GAUNTLETT III.....	23.45
KLAX.....	23.45
RAMPAGE.....	23.45

## GAMEBOY

GAMEBOY DELUXE.....	65.95
MAGNIFIER.....	9.95
LIGHT BOY.....	19.95
BATMAN.....	19.95
BUBBLE BOBBLE.....	19.95
CHESS MASTER.....	19.95
CONTRA.....	19.95

GYNOUGH.....	35.95
JOHN MADDEN.....	32.95
MICKY MOUSE.....	29.95
MIDNIGHT RESISTANCE.....	35.95
SONIC THE HEDGEHOG.....	CALL
STRIDER.....	35.95
SUPER AIRWOLF.....	32.95
SWORD OF VERMILLION (6MEG+BATT).....	38.95

HOLE IN ONE.....	42.95
PILOT WINGS.....	39.95
POPULOUS.....	42.95
SUPER M/WORLD.....	44.95
ULTRA MAN.....	42.95

IMPOSSIBLE MISSION.....	22.95
INDIANA JONES.....	22.95
MICKY MOUSE.....	22.95

RYGAR.....	23.45
SLIME WORLD.....	23.45
XENOPHOBE.....	23.45
ZALOR MERCENARY.....	23.45

DUCK TALES.....	19.95
GREMLINS II.....	19.95
MEGA MAN.....	19.95
PIPE DREAM.....	19.95
R TYPE.....	19.95
REVENGE OF GATOR.....	19.95
ROBOCOP.....	19.95
SPIDERMAN.....	19.95

- MOST GAMES ARE US IMPORTS WITH ENGLISH INSTRUCTIONS. WE ALSO STOCK JAPANESE GAMES BUT PLEASE PHONE AS PRICES VARY.
  - P+P 5.00 PER CONSOLE 1.00 PER GAME
  - ALL GAMES ARE SENT FIRST CLASS REGISTERED POST SAME DAY WHERE POSSIBLE
  - MAIL ORDER ONLY: TEL: 0795 83270 9.00AM - 7.00PM
  - WE ALSO STOCK ALL MAJOR CONSOLES AN A WIDE RANGE OF ADD-ONS
  - MANY MORE GAMES IN STOCK. PLEASE CALL FOR AVAILABILITY
  - ALL MEGADRIVE GAMES LISTED ARE US IMPORTS. WE ALSO STOCK A FULL RANGE OF JAPANESE GAMES
  - PLEASE MAKE CHEQUES AND P.O. PAYABLE TO:
- OUTLAND SOFTWARE.**

## THIS WEEKS SPECIALS

GAMEBOY: TENNIS.....	15.95
M/DRIVE: GOLDEN AXE.....	25.95
M/SYSTEM: PSYCHO FOX.....	19.95
LYNX: ELECTRO COP.....	19.95

Megadrive

# Dream Machines

Famicom

PO BOX 34 HARTLEPOOL, CLEVELAND, TS 27 3YX  
TEL (0429) 231703/869459, FAX (0429) 869459

## SEGA MEGADRIVE

SEGA MEGADRIVE (SCART).....	£99.95
SEGA MEGADRIVE (PAL).....	£105.95
SEGA MEGADRIVE PAL/SCART + FREE MICKY MOUSE.....	£119.95
CURSE.....	£15.95
DJ BOY.....	£16.95
ESWAT.....	£17.95
KLAX.....	£17.95
MEGA PANEL.....	£18.95
WONDER BOY III.....	£18.95
CRACKDOWN.....	£19.95
HELLFIRE.....	£19.95
DYNAMITE DUKE.....	£19.95
MICKY MOUSE.....	£22.95
MAGICAL HAT.....	£22.95
MOONWALKER.....	£23.95
ATOMIC ROBOKID.....	£24.95
SHADOW DANCER.....	£25.95
PHANTASY STAR II.....	£25.95
PHANTASY STAR III.....	£26.95
GAINGROUND.....	£26.95
SOKOBAN.....	£26.95
THUNDERFORCE III.....	£27.95
SUPER SHINOBI.....	£28.95
SUPER HANG-ON.....	£28.95
SUPER MONACO.....	£28.95
RAMBO III.....	£23.95
AFTERBURNER II.....	£28.95
COLUMNS.....	£28.95
ELEMENTAL MASTER.....	£28.95
HEAVY UNIT.....	£28.95
SUPER GOLF.....	£28.95
GAIDRES.....	£28.95
GYNOUGH.....	£28.95
RINGSIDE ANGEL.....	£28.95
MONSTER HUNTER.....	£28.95
DICK TRACY.....	£28.95
VOLFIED.....	£28.95

VERYTEX.....	£28.95
JOE MONTANA.....	£28.95
TEG TEG BASEBALL.....	£28.95
GOLDEN AXE.....	£28.95
DARWIN 4081.....	£28.95
TIGER HELL.....	£28.95
ROBOCOP.....	£28.95
GRANADA X.....	£28.95
BATMAN.....	£28.95
DARIUS II.....	£29.95
KAJEKI.....	£29.95
BATTLE OF BAHAMA.....	£29.95
NADIA.....	£31.95
ZERO WING.....	£31.95
JOHN MADDENS.....	£31.95
MIDNIGHT RESISTANCE.....	£32.95
STORM LORD.....	£32.95
LAKERS V CELTICS.....	£32.95
BUDOKAN.....	£32.95
POPULOUS.....	£32.95
VAGUIS III.....	£33.95
SUPER AIRWOLF.....	£33.95
SHINING IN DARKNESS.....	£33.95
GHOULS N GHOSTS.....	£33.95
DINO LAND.....	£33.95
BLUE ALMANAC.....	£34.95
PACMANIA.....	TBA
POWERDRIFT.....	TBA
OUTRUN.....	TBA
SONIC HEDGEHOG.....	JULY
G LOK.....	AUG
STORMLORD.....	AUG

## FAMICOM

FAMICOM (SCART).....	£219
FAMICOM (SCART) + 2 GAMES.....	£265
BOMBUZAL.....	£29.95
GRADIUS III.....	£34.95
F-ZERO.....	£34.95
ACT RAZOR.....	£36.95
PILOT WINGS.....	£37.95
POPULOUS.....	£37.95
BIG RUN.....	£38.95
ULTRA MAN.....	£38.95
HOLE IN ONE.....	£39.95
SUPER MARIO WORLD.....	£39.95
FINAL FIGHT.....	£39.95
GREAT BATTLE.....	£39.95
DARIUS TWIN.....	£42.95
UN SQUADRON.....	TBA
R TYPE II.....	TBA
SUPER GHOULS N GHOSTS.....	TBA
SIM CITY.....	TBA

## NEO GEO

NEO GEO.....	£299.95
NEO GEO + GAME.....	£389.95
RIDING HERO.....	£99.95
NAM 1975.....	£99.95
MAGICIAN CORP.....	£99.95
JOY JOY KID.....	£99.95
TOP PLAYERS GOLF.....	£99.95

## GAME GEAR

GAME GEAR.....	£99.95
GAME GEAR + 2 GAMES.....	£137.95
WONDERBOY.....	£19.95
COLUMNS.....	£19.95
DRAGON CRYSTAL.....	£19.95
DEVILISH.....	£19.95
G-LOK.....	£19.95
MICKY MOUSE.....	£19.95
PENGO.....	£19.95
POP BREAKER.....	£19.95
SUPER GOLF.....	£19.95
CHASE HQ.....	£22.95
SUPER MARIO.....	£22.95
PHSYCHIC WORLD.....	£22.95
HEAD Basher.....	£22.95

## GAMEBOY

GREMLINS II.....	£21.45
F1 RACE + 4 PLAYER.....	£25.95
BATMAN.....	£21.95
KLAX.....	£21.95

## HARDWARE

MEGADRIVE JOYPADS.....	£12.95
TURBO +.....	£17.95
ARCADE POWER STICK.....	£29.95
JAP ADAPTORS.....	£11.95
LIGHT BOY.....	£19.95
GAMELIGHT.....	£7.95
MAGNIFIER.....	£8.95
CARRY CASE.....	£11.95

## PC ENGINE

PC ENGINE.....	£119.95
PC ENGINE GT + ANY FREE GAME.....	£239.95

ALL MACHINES HAVE A FULL ONE YEAR GUARANTEE  
£5 FOR MACHINES P+P • £1 FOR GAMES • £2 FOR HARDWARE  
OFFICE HOURS MON-FRI 10AM-9PM SAT-SUN 11AM-7PM  
PLEASE MAKE ALL CHEQUES AND PO'S PAYABLE TO DREAM MACHINES

# Games-X brings you the full price and budget software



**W**ell, well, well, *Eye of the Beholder* going straight in at number one on the Amiga eh? Who would've thought it? All you *Dungeon Master* freaks can spot a good thing when you see one then can't you?

The Amiga top ten is definitely showing that you all have a remarkable taste in games. *Monkey Island* is very nicely nestled at number two while *Gremlins'* superb *HeroQuest* is forcing its way up from behind (oo-er) at number three.

ST owners also seem to like *HeroQuest* rather a lot too! After only one week in the chart it races in at number one ousting the cute and ever popular little *Lemmings* down to the number two slot. How long



will it remain like this though eh? Which one will last the longest?

Amstrad owners still seem to be hooked on the

*Turtles*. I can't for the life of me think why, but those freaky reptiles have re-entered the chart at number one. There doesn't appear to be any apparent reason for this... Can anybody tell me why?

Commodore 64 owners seem to have finally admitted that *Thalamus' Creatures* really is a very good game, and have allowed it to reach the number one position which it's deserved for so long.

This is followed very closely by the ever present (yawn) *Dizzy Collection* and the even more ever present (yawn, yawn) *Turtles*. What's the matter with you people? Try something different for a change!

The top two positions in the Speccy chart remain the same for the umpteenth week running and down

1	★	<b>EYE OF THE BEHOLDER</b> House: US GOLD Team: SSI
2	◆	<b>MONKEY ISLAND</b> House: US GOLD Team: LUCASFILM GAMES
3	▲	<b>HEROQUEST</b> House: GREMLIN GRAPHICS Team: 221B
4	▼	<b>ARMOUR-GEDDON</b> House: PSYGNOSIS Team: P HUNTER AND E SCIO
5	★	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
6	◆	<b>CHUCK ROCK</b> House: CORE DESIGN Team: IN HOUSE
7	▼	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS
8	★	<b>SPEEDBALL 2</b> House: MIRRORSOFT Team: BITMAP BROTHERS
9	▼	<b>SUPERCARS 2</b> House: GREMLIN GRAPHICS Team: MAGNETIC FIELDS
10	★	<b>FINAL WHISTLE</b> House: ANCO Team: STEVE SCREECH

1	▲	<b>HEROQUEST</b> House: GREMLIN GRAPHICS Team: 221B
2	▼	<b>LEMMINGS</b> House: PSYGNOSIS Team: DMA DESIGN
3	★	<b>GODS</b> House: RENEGADE Team: BITMAP BROTHERS
4	▼	<b>FINAL WHISTLE</b> House: ANCO Team: STEVE SCREECH
5	★	<b>SUPERCARS 2</b> House: GREMLIN GRAPHICS Team: MAGNETIC FIELDS
6	★	<b>F19 STEALTH FIGHTER</b> House: MICROPROSE Team: IN HOUSE
7	▼	<b>KILLING CLOUD</b> House: IMAGEWORKS Team: VEKTOR GRAPHICS
8	▼	<b>CHUCK ROCK</b> House: CORE DESIGN Team: IN HOUSE
9	▼	<b>SPEEDBALL 2</b> House: IMAGEWORKS Team: BITMAP BROTHERS
10	★	<b>KICK OFF 2</b> House: ANCO Team: STEVE SCREECH

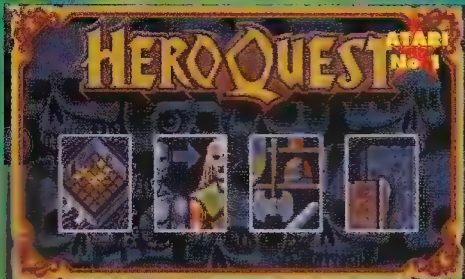
1	▲	<b>CREATURES</b> House: THALAMUS Team: APEX BROTHERS
2	▼	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
3	◆	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
4	★	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
5	▼	<b>LAST NINJA 3</b> House: SYSTEM 3 Team: IN HOUSE
6	★	<b>POWER UP</b> House: OCEAN Team: VARIOUS
7	▼	<b>VIZ</b> House: VIRGIN Team: PROBE
8	▼	<b>BACK TO THE FUTURE 3</b> House: IMAGEWORKS Team: PROBE
9	★	<b>SUPER MONACO GRAND PRIX</b> House: US GOLD Team: ZZIJ
10	★	<b>TURRICAN 2</b> House: RAINBOW ARTS Team: SCHMIDT, ESCHER AND TRENZ

1	◆	<b>DIZZY COLLECTION</b> House: CODEMASTERS Team: OLIVER TWINS
2	◆	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
3	▲	<b>F16 COMBAT PILOT</b> House: DIGITAL INTEGRATION Team: DI
4	★	<b>EUROPEAN SUPERLEAGUE</b> House: CDS Team: IN HOUSE
5	★	<b>TOTAL RECALL</b> House: OCEAN Team: O'ROURKE AND EARL
6	▼	<b>POWER UP</b> House: OCEAN Team: VARIOUS
7	◆	<b>BACK TO THE FUTURE 3</b> House: IMAGEWORKS Team: PROBE
8	★	<b>MULTI PLAYER SOCCER MANAGER</b> House: D&H GAMES Team: IN HOUSE
9	★	<b>NARC</b> House: OCEAN Team: GREG MICHAEL AND STEVE SHARK
10	▼	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS



are charts exclusively from Gallup

# H A R T S



below there have a lot of re-entries and absolutely no new entries whatsoever.

The Budget Chart never surprises me.

Codemasters is still dominating the chart as ever, and Magic Land Dizzy is still holding on to the number one position. That's a surprise innit?

## TEAM TALK

The warm weather is with us at last and it is certainly having its effect on the staff. Spirits have been laid back in the office and the level of unusual behaviour has been fairly limited!

Rob is his usual eccentric self and is set on doing strange and unusual things to photos of everyone in the office. Those of you who saw last week's issue will know what I mean!

Shadow Dancer has been very popular with Alex 'I'm the SENIOR staff writer' Simmons while John has been getting into the game of the week - Bonanza Brothers.

The Game Boy is still popular and Fiona has been seen aimlessly roaming the office looking for it when our ad manager Steve has taken it home with him.

1	★	<b>TEENAGE MUTANT HERO TURTLES</b> House: IMAGEWORKS Team: PROBE
2	▲	<b>BIG BOX</b> House: BEAU JOLLY Team: VARIOUS
3	★	<b>SWITCHBLADE</b> House: GREMLIN GRAPHICS Team: CORE DESIGN
4	★	<b>NORTH AND SOUTH</b> House: INFOGRAMES Team: IN HOUSE
5	▲	<b>POWER UP</b> House: OCEAN Team: VARIOUS
6	▲	<b>GREMLINS 2</b> House: ELITE Team: TOPOSOF
7	▲	<b>SUPER MONACO GRAND PRIX</b> House: US GOLD Team: ZZU
8	▼	<b>BACK TO THE FUTURE 3</b> House: IMAGEWORKS Team: PROBE
9	★	<b>HOLLYWOOD COLLECTION</b> House: OCEAN Team: VARIOUS
10	★	<b>MULTI PLAYER SOCCER MANAGER</b> House: D&H GAMES Team: IN HOUSE

1	◆	<b>MAD DOG MCCREE</b> House: ATARI
2	▲	<b>SONIC BLAST MAN</b> House: TAITO
3	▲	<b>FINAL LAP 2</b> House: NAMCO
4	▼	<b>STRIKE EAGLE</b> House: MICROPROSE
5	▼	<b>RACE DRIVIN</b> House: ATARI

1	◆	<b>MAGIC LAND DIZZY</b> House: CODEMASTERS Team: OLIVER TWINS
2	◆	<b>DRAGON NINJA</b> House: HIT SQUAD Team: OCEAN FRANCE
3	★	<b>DIZZY PANIC</b> House: CODEMASTERS Team: OLIVER TWINS
4	▼	<b>DOUBLE DRAGON</b> House: MASTERTRONIC Team: BINARY
5	▼	<b>PAPERBOY</b> House: ENCORE Team: NEIL BATE
6	▼	<b>EURO BOSS</b> House: E AND J Team: IN HOUSE
7	▲	<b>CONTINENTAL CIRCUS</b> House: MASTERTRONIC Team: TEQUE
8	▼	<b>SCOOBY DOO</b> House: HI TEC Team: IN HOUSE
9	◆	<b>MULTIMIXX 1 GOLF</b> House: KIXX Team: IN HOUSE
10	▲	<b>FANTASY WORLD DIZZY</b> House: CODEMASTERS Team: OLIVER TWINS
11	▲	<b>CAVEMANIA</b> House: ATLANTIS Team: SHAW BROTHERS
12	★	<b>TREASURE ISLAND DIZZY</b> House: CODEMASTERS Team: OLIVER TWINS
13	▼	<b>QUATTRO ADVENTURE</b> House: CODEMASTERS Team: VARIOUS
14	★	<b>OPERATION WOLF</b> House: HIT SQUAD Team: OCEAN FRANCE
15	▼	<b>QUATTRO RACERS</b> House: CODEMASTERS Team: VARIOUS

Monthly chart compiled by Amusement Business

With the summer approaching there are a lot of new arcade systems hitting the street at the moment just ready and waiting for you to pump your money into them.

The London top five for the month of May is a mixed bag of shooting, driving and flight combat games. Atari's Mad Dog McCree is the most popular

at the moment having been around for about nine weeks now. While one of it's most famous racing games since Pole Position, Race Drivin' is placed at number five.

Sonic Blast Man from Taito is proving to be very successful with the punters proving that the world still enjoys a good shoot'em-up!

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-Entry

All Games-X charts are compiled by Gallup Ltd, and are copyright of European Leisure Software Publishers Association.

Eat my shorts if we're  
not giving away  
this radical  
**SIMPSONS  
PINBALL!!**

Well here it is the  
biggest pinball sensation in  
years - The Simpsons! And you  
can get this machine which is worth  
£2500 into your bedroom, if you're  
the winner of our crazy competition!!  
We've collected loads of silly sound  
effects from around the world, and  
to stand a chance of winning all you  
have to do is correctly identify  
them! So don't have a cow,  
have a go now!!  
Just...



**Call 0898 224851**

A Commodore Amiga Computer  
complete with colour TV is  
waiting to be won! So call...

**0898 224851**



**You could WIN this  
awesome foursome!  
Take control now and  
Call 0898 224851**



## SERIOUS INTERFACE

*I own a 64 and am currently buying Zzap 64 (You blasphemer - Dr X). However, I'm considering Games-X as well. I was looking through the free preview of the mag and I saw a poke for Robocop II on the Amiga so I told my mate about the cheat. When he came to try it, it didn't do anything. Can you help? Adam Hurley, Swindon.*  
**PS Serial Interface is the dodgy cheat mode.**

*Dr X:* Seeing as you don't want to know a cheat, but how to enter one I think I'll help, but only this once. In your letter you wrote Serial Interface with a space between the two words. However, when you enter the mode on



the digitised title screen you should enter it as SERIALINTERFACE. The cheat mode does work, but it may take some time to get it running.

## BRAIN BREAKER

*I'm a 36 year old housewife completely hooked on adventure games. Could you please, please, please help me with Spellbreaker (Infocom expert level). It was a present from my Hubby, and it is driving me mad. Can you help me get past the ogre to get his gold box which holds the cube. Mrs E Rygielski, Hinkley.*

*Dr X:* Ah, this game brings back memories. The Infocom games are classics, and Spellbreaker is another of their excellent games. I had to probe the depths of my huge



mind, but I managed to find the answer you require. By the ogre, do you mean the large statue? If so you must cast an 'ANIMATE' spell on him.

When he springs to life he spits out a little box. You must collect the box and run before he lays his hands on you. If you like Spellbreaker, Virgin Mastertronic have re-released the earlier Infocom games for a budget price.

## DESPERATE DUO

*I have a problem similar to that of Desperate Darren's featured in Issue Two. I own an Amiga, and I bought Fighting Soccer by Activision. For some reason the game doesn't work, and I think it may have something to do with the hole in the tape, but then what do I know? (Well as you asked - nothing, boy! - X).*

*The problem I have is with Ilyad, the*



# DrX

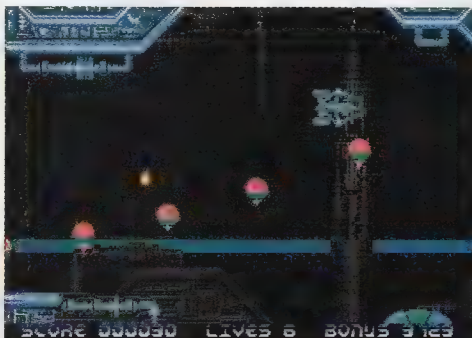
**H**ello there! This week I've had loads of letters coming in - mind you, by the amount of readers who still ask for cheats, I don't reckon any of you out there read the intro, so I can swear all I like, you little... (erm, I'm afraid that I do read this bit - Ed). If you want to write, I'm always available at Dr X's Clinical Clinic, Games-X, Europe House, Arlington Row, Newcastle, Cheshire SK10 4NP, Oh, and please don't forget to include your address - that's if you know what yours is!

*never-before seen shooty-shooty game featured on the Amiga Action coverdisk. I was wondering if you knew how to complete the game. I hope you can help.*

**Zak (Crackle and Pop) Wright, Burnley.**

**PS How long is it going to be before each ish of Games-X will feature three coverdisks?**

*Dr X:* In the letter you say you own an Amiga, but you also mention that the Fighting Soccer tape has a hole in it. Now either you're pulling my plonker or you're the one



**Surely Amiga Action is the place to write to if you want help with their coverdisk?**

with a hole in your head. If you have a genuine problem, return the product to Activision and it'll replace it for a small fee.

As for Ilyad, why not contact Amiga Action? It is, after all, their game and I'm sure the editor, Steve 'Whitey' White would just love to help you.

Oh, by the way, considering you only get a maximum of two coverdisks on a monthly mag costing three quid, how do you expect three disks to go on a weekly costing a mere sixty pence, thicko!

## WHEREFORE ART THOU, STEVE?

*Dear Sir, I own an Amiga and I'm also a part-time head-banger, due to the brilliant but tormenting Shadow of the Beast II game... (snip - this letter's too long, I'll have to cut it - Dr X)... so can you help? Steven Matthews, West Midlands.*

*Dr X:* We've also got a head-banger in office, and you can no-doubt tell that John with his lovely trailing locks likes nothing better than to have a good mosh to the



**The beastie Barloom is there to threaten, but I bet he never forgets to include his address in a letter**

tune of Queensryche. Anyway, your letter went on for far too long so I decided to write the reply and send it by post. However, someone forgot to write their address on the letter, didn't they? If you drop me a line telling me your address, I'll send the solution, along with a knuckle-sandwich, through the Great British postal system.

## ACCESS DENIED

*I have recently purchased Infestation for my Atari ST, and I've run into a problem already. When I log onto the transporter activation unit on the surface and it asks me to identify for security access, nothing happens. I don't know what to do, so can you help me out? A Grasiwicz, Peterborough.*

*Dr X:* The solution to this is so easy even someone like Brian could work it out. All you have to do is think about



**I think some readers suffer from a disease called NEVERREAD THE MANUAL, as they sometimes overlook the obvious solution**

the problem. Now then, what is the computer asking for? Yep, your identification, so why don't you enter it? If you consult the manual, you'll see your character's name is Kal Solar. This is what you must log on. Next time use a few of those rusty brain cells.

# CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

Hi folks. Before I start this week's festivities a word of advice on how to read the column. Place yourself on the edge of your seat, grab a jar of hair gel and slick your hair to stand on end then drop your jaw and open your eyes wide - there... with this week's brain-frying column why not start as you mean to go on?

## SPIN ME A TALE

The latest game to appear in the States on the PC Engine is an arcade adventure for younger players called **Tale Spin**, featuring characters from Disney. The animation is also Disney-like as you help a bear



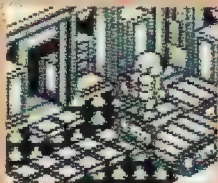
wander about the four different settings searching for pieces of a map to a hefty treasure.

Look out for baddies along the way, like bees and other animals preventing you from finding the loot. We'll be reviewing this one as soon as we possibly can..

## SPACED OUT!

**Altered Space** is CSG's Solstice game on the Game Boy. It is an action game containing over 250 interconnecting rooms. You must use all of your skill and wisdom to figure out how to proceed and then decide which way is the current path to your goal.

Standing between you and the sacred Staff of Demnos are hundreds, nay thousands of evil characters who all look like Jeremy Beadle. There are potions and keys to help you, but they are hidden and it's your task to find them.



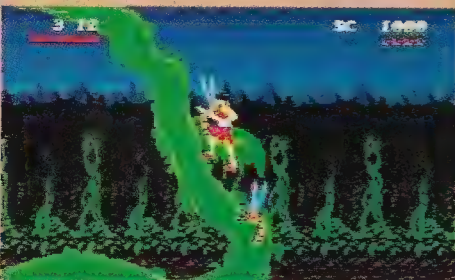
**Altered Space** includes 3D isometric graphics. Watch out for a review.

## YOKO UNO

On the Mega Drive, **Devil Hunter Yoko** is a new action/adventure game from NCS of Japan, the same company who brought us **Target Earth**.

Hordes of demons have emerged from the depths of the earth. They plan, strangely enough, to overrun our world. Only one human is brave (foolish?) enough to combat the filth, Yoko, the devil hunter!

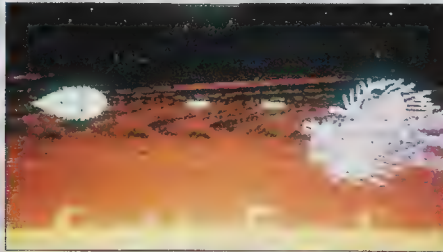
With her razor sharp sword and magical energy spheres (ahem), Yoko must defeat the beasts on five colourful levels ranging from volcanic caverns to giant twisting vines and frozen ice slopes.



**GAME: SAGAIA**  
**PRICE: £35.00**  
**MACHINE: MEGA DRIVE**  
**SUPPLIER: WHIZZ-KID GAMES**

**D**arius was once a planet that boasted a highly advanced civilization, but fell into chaos and ruin after succumbing to the relentless attacks of the evil Belser and his armada of space aliens. Proco and Tiat, two survivors fled Darius and settled on the planet Orga.

A generation has passed since the incredible victory in Darius. Now a new danger



CONSOLE CONNEXIONS  
**77% RATED**

has reared its ugly head. Tiat Young and Proco Jr, the ancestors of the original pilots, must face the oncoming threat head-on through 28 vicious levels of blasting action!

Multiple weapon power-ups include higher missile and bomb power, greater shield and laser power plus other power-ups that increase all three offensive capabilities by one and two stages. Finally there is a one up icon that adds an extra ship to your inventory.

Numerous enemies comprise each exiting level, not to mention huge end-of-level guardians with one mission - to destroy you!

They include the fish-like Hyper-Sting, the Red Crab and the Yamato battleship. The game arrives on a meaty 8Mb cartridge with one player only gaming.

In **Sagaia**, the main problem is the poor sound. Otherwise it remains a worthy sequel to **Darius**, even adding more levels and different weapon options.

One amusing aspect of this cartridge is the appearance of the mini-guardians that appear frequently throughout the game - they are the main end-of-level guardians from **Darius**!

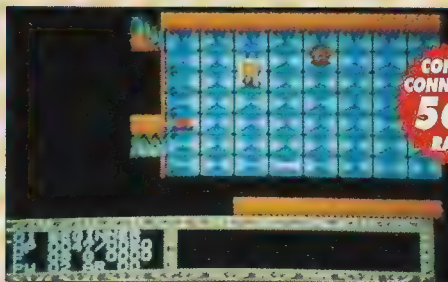
Giant wasps, leaping piranha and lumbering dragons are a few of the enemies Yoko will face. Review soon.

## SMASH HIT?

On the Nintendo is Acclaim's **Smash TV**. Based on the Williams coin-op this 'smashing' game promises to get

so intense that you'll need two controllers to manoeuvre and shoot.

With the four-score adapter, two or four players can play simultaneously. You play a game contestant in a violent, futuristic sport of blowing away



CONSOLE CONNEXIONS  
**56% RATED**

**GAME: FATAL LABYRINTH**  
**PRICE: £30.00**  
**MACHINE: MEGA DRIVE**  
**SUPPLIER: WHIZZ-KID**

**A**n evil dragon has taken over a peaceful land and now rests in the **Fatal Labyrinth**. Only you can defeat the forces of evil that lurk within, and find the exit of the ever changing maze-ways and thirty floors of mayhem.

Power-up your abilities through a number of ways. The first is experience; potions - some recover your hit-points others can hurt you; rings - some give you power and others can be thrown at enemies; and magical canes - these cast magical spells that use the power of fire, ice, thunder, wind.

When you are strong enough you must face the Dragon himself in his formidable lair. You also have an inventory, accessed via another screen, that holds any items collected. Any of these items can be highlighted and used.

Only you (yes, you - stop hiding behind that chair, I know you're there) have the bravery (snigger), speed (muffled laugh), ability (choking chuckle) and brains (hysterical howl) to succeed.

**Fatal Labyrinth** is a good game, but not a great one. It lacks the excitement of an action game and the challenge of an RPG/adventure game.

The best feature in **Fatal Labyrinth** is that the item functions and maze layouts change each time you play. Unfortunately, the music is rather too repetitious so you'll probably be reaching for the volume control rather too quickly.

approaching enemies with high powered projectiles. Power-ups offer multi-fire bullets to huge, gut sizzling laser beams. The more you destroy the more loot you win.

### BOY O'BOY

Sources recently infiltrated the Argonaut office (they of Starglider 1 & 2 and Birds of Prey) and escaped with the news of two hot new Game Boy titles.

**Days of Thunder**, which should appear in the US within two months and in the UK by Christmas, has been totally redesigned from the disastrous computer versions. Apparently, Argonaut have been developing some nifty routines that will produce revolutionary vector graphics for the Game Boy.

Next is a mission based action thriller that resembles Starglider. Called **Lunar Chase** this Game Boy title may look like Starglider but it plays completely differently. Featuring around 20-30 missions plus a tunnel section (playable by two, or possibly, four players) this intriguing game should debut in the States at Christmas.

### BREAK THE SEAL

Camerica, the designers of the Game Boy converter and portable Nintendo, have officially announced plans to unleash over **20 NES cartridges**, none of which will carry the gaming giant's 'Seal of Approval'.

Among the first entries will be a special multiple game title that will feature several different games on the same cartridge.

### PORTABLE NIS

In a rumour confirmed by top company representatives, Camerica plans to market a portable Nintendo NES. This will be a state-of-the-art enhancement to the normal hardware selection that Nintendo normally offers.

The quality of the Camerica work is reported to be very high and the company is said to be enthusiastic but formally they are tight-lipped about bringing the device to the shelves.



Set of the portable Nintendo sported a clear

The portable NES, codenamed **Express**, uses the existing library of NES-compatible cartridges. The photograph shows a prototype model and it is assumed that cosmetic changes will be made. In addition there are two existing control configurations – one has a built in control system while the other requires that you plug in a joystick.

## GAME: CHASE HQ PRICE: £24.95 MACHINE: GAME GEAR SUPPLIER: ELECTRO GAMES

CONSOLE  
CONNEXIONS  
**64%**  
RATED

**T**hose guys, the cop car wreckers, are back – but this time on Sega's new baby the Game Gear.

You guide two seasoned undercover cops on high speed chases through city streets and country highways in pursuit of drug lords, thieves and other criminals. At the beginning of each round you will be given a mission description plus a picture of the car that you are after.

Then you're off! The first task is to get within range of the crooks' car before the time runs out. When you sight it, your black and white sports a nifty siren and flashing light as you close in for the kill.

Once you've caught up with the crooks you

must smash your unmarked police car into them and wear their autos down!

Now why on earth these polite, rather sensitive policemen couldn't pull around in front of the cars and stop them without all of this unnecessary violence is beyond me, and haven't they ever heard of road blocks and...

Once the criminals' cars are off the road, it's time for the arrest, but be assured for another wanted driver is just around the corner. Later in the game you can upgrade many of your car's equipment – turbocharger, oil, etc.

If you enjoy high speed racing simulations with a twist, Chase HQ is the perfect Game Gear title to get your heart pumping!

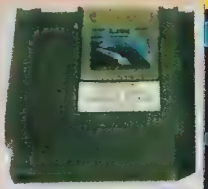


Let's hope Nintendo don't get a chance to pull the plug on this one. More news when we get it.

### THE CONVERTOR

Paul Biederman, of Biederman Design Labs will soon enable you to take Game Boy carts and play them on your 8-bit Nintendo NES! There is already an expensive system, known as the Wide Boy, which allows you to do this but it costs from £300-500.

However, instead of the Wide Boy-type unit which is loaded with more circuitry than your Nintendo, the **BDL Game Boy to Nintendo**



converter takes the Z-80 code from the Game Boy carts and then, using a special cartridge that serves not only as the delivery system but also as the translator of the information, changes it to native 6502 language that the Nintendo can recognise!

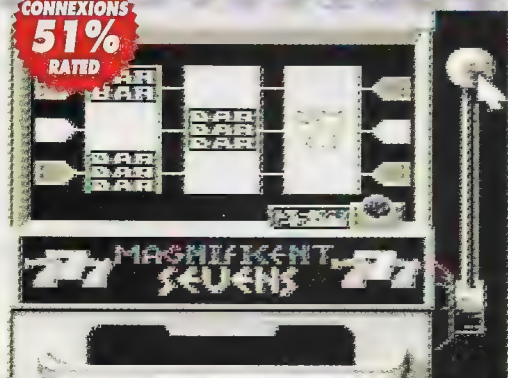
So, by displaying the Game Boy picture on the TV screen instead of the small Game Boy monitor, the resolution of the picture is retained and animation doesn't suffer from distortion. Distribution will be undertaken by Camerica. More news will follow!

Grateful thanks to:

Electro Games, 2 Overton Drive, Wanstead, London, E11 2NJ. Tel: 081 530 8246.

Whizz Kid Games, Unit 9, Mid Kent Shopping Centre, Adlington Park, Maidstone, Kent. Tel: 0622 766010.

CONSOLE  
CONNEXIONS  
**51%**  
RATED



## GAME: CAESAR'S PALACE PRICE: £19.99 MACHINE: GAME BOY SUPPLIER: IMPORT

**L**ooking for a chance to play the games found in Las Vegas casinos on your Game Boy? Well, now you can with Arcadia's Caesar's Palace, which should be winging its way over the Atlantic to your favourite mail-order retail outlet.

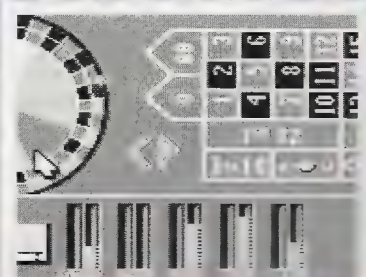
Play the slot machines. Try your luck at the roulette table, video poker, blackjack or even a chance at a five card draw. The glitter and excitement of Caesar's Palace has been recreated in this game. Even the men's and ladies' washrooms are there – now you know a hand held console can impersonate a toilet flush!

The graphics are adequate, recognising the the range of playing cards is no real hardship. The games play – albeit in a simplified way – just like the real thing.

There are one or two options available alongside a few nice touches – like the card

shuffle and the flushing toilets – but not too many to get you excited. If you want to experience gambling on the go, this is for you – just don't expect anything more.

However, if you only have a passing interest in this type of game, try to get a look at it before you hand over your dosh, otherwise it could be an expensive mistake.



# Chinto's Revenge

**W**ith all the hype and nonsense surrounding the various coin-op conversions and licences, it made a refreshing change to discover the origins of Millennium's latest project, Chinto's Revenge.

Chinto's is the brain-child of game designer Wing Lai, who by day is embroiled in the technology of the so-called 'Smart Card'. By night however, Wing burns the other end of the candle and designs and codes games into the wee small hours.

As his name suggests, Wing Lai originates from China and I asked the blatantly obvious question – was he influenced by the art and culture from his eastern homeland?

"I get a lot of games magazines sent to me from Hong Kong, and it's amazing how game content, design and graphic styles differ from the west. In many respects, they are more advanced in the technology, specifically in visual design."

## THAT CLASSICAL ORIENTAL TOUCH

Was this visual design the basis for Chinto's? "Yes. There is a style of game that is particularly popular over there. It portrays a quite strange view which defies the laws of perspective, and yet is harmonious. Quite simply, it shows an overhead view, but you can see the faces of the characters and even detail on their bodies."

How is this achieved? "Mainly by caricaturing the human sprites, so that they have big heads and small bodies."

There is a specific style to the characterization in Chinto's was this also inspired by Chinese games? "In graphic design, the characterization of the hero sprite is very cartoon-like. The good characters have large, soulful eyes and doll-like features, but the villains are completely different. They look more oriental, muscular and fierce – like Fu Manchu."

Millennium turned to its newly-formed, in-house graphic department to design, draw and animate Chinto's Revenge. I spoke to project co-ordinator Jason Spiller:

"About the time we started Wing's game, this crazy-looking bloke

*Millennium will go anywhere in search of unique game concepts. For its latest project it travelled half way across the world to the Orient to find Chinto's Revenge. Justin Adair gets right to the heart of original game design – Chinese style.*



called Paul Dobson, from up north somewhere, came along asking for a job. If he'd been wearing a tee-shirt saying 'I've just got out of art college' it wouldn't have been more obvious. I asked him if he was any good at filing and he said 'no but I can draw a bit chook.'

His portfolio was full of bizarre drawings and I thought either he's the next Salvador Dali or he's completely off his chump."

## DOBSON'S CHOICE

Dobson describes how he first approached the project: "I turned up for work a week later and Jason said 'who the 'ell are you?' I had an in-depth development meeting with him, and then I was on my own."

What did you use for reference? "I went down the library and got as many books on oriental art and culture as I could find...two! Most of the colours they use are water-based pastel shades, primarily jade and coral. But they didn't transfer well onto the computer."

Dobson's colleague in the graphic department at Millennium is graphics veteran Rob Chapman, who recently did Stormball:

"Rob was tremendously helpful. He gave me D Paint and said 'now shut your face and get on with it.'"

Dobson later commented on the

great team work and camaraderie at Millennium, but that makes boring reading.

## SETTING THE SCENE

Paul's first job was to come up with an intro sequence to set the scene for Chinto's Revenge. In a spectacular animated sequence, the peace of Chinto's family life is shattered by an evil overlord, who breaks into his house and massacres his family.

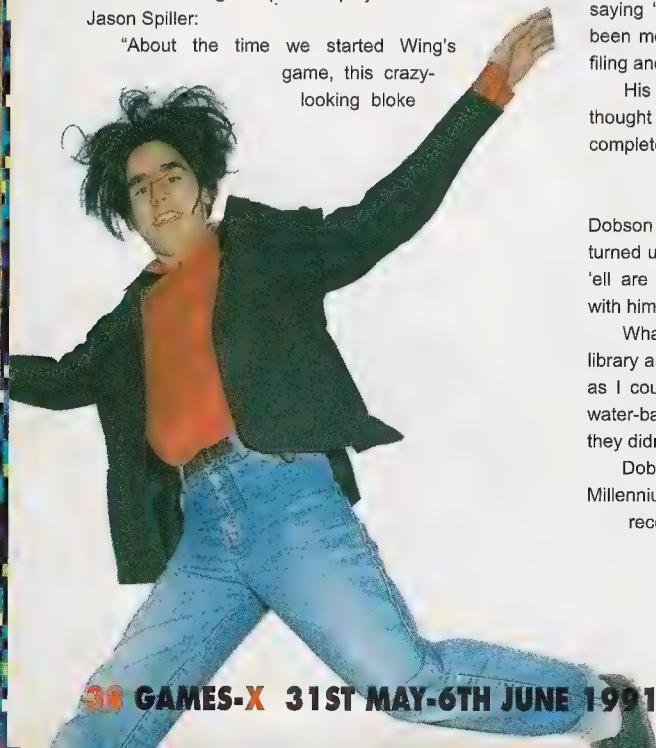
Angered by this the young Chinto grows up with one objective, to avenge the death of his family or die trying. As a master of martial arts he sets out to find and kill this evil overlord.

The intro sequence was premiered at the recent European Computer Show, and the style of graphic generated amazing interest.

With production in full swing, Rob Chapman laid the foundations of the game and designed the basic background graphics. Meanwhile, Dobson started work on the characters.

He continued: "Because of the unusual perspective and style of the game, we had loads of meetings with Wing before we finally got the look and feel right"

I asked Wing about the gameplay "There are no levels in the game. It's one massive map to explore 20 by 20 screens which makes 400."



# enge



Crazy haired Paul Dobson takes on his first project - Wing Lai's Chinto's Revenge

Obviously nothing wrong with his arithmetic! But what about the *gameplay*?

Wing continued, "The game is pure beat'em-up, but what's really different is the computer driven traps. Without warning, the ground will open up beneath Chinto and boulders will hurtle from the sky."

What about music and sound effects? Wing answered: "I'm adamant that the music isn't plinky plonky Chinatown music. It's got to be more subtle."

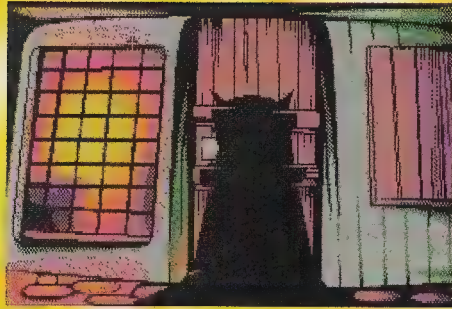
That particular task is in the capable hands of Richard Joseph, one of the best computer musicians in the business. Richard has got quite a few game scores to his credit including Millennium's James Pond and Moonshine Racers, plus the coding of the Bitmap Brothers' Speedball II.

Richard is currently ploughing through a list of grunts and swishes for Chinto's.

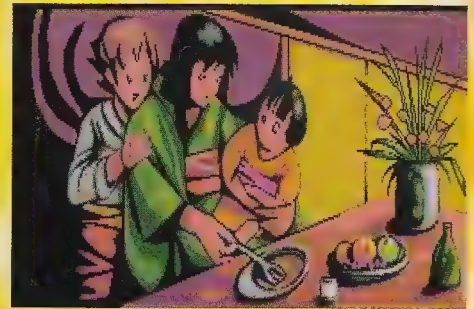
All the inspiration and disagreement which is going into Chinto's Revenge looks set to make this one of the most exciting releases of the year. Keep a close eye out for its release sometime in July on Atari ST and Amiga formats.



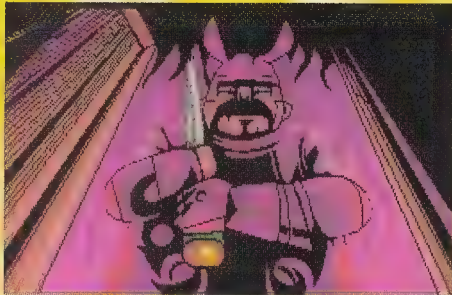
## AN EPIC TALE OF REVENGE



An evil shadow lurks outside the Chinto's residence - looks like troubles afoot



Chinto's Mum serves up the supper just before she she tastes the cold steel of the overlord's sword



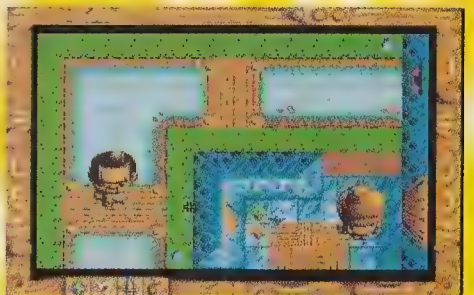
The evil overlord draws his sword in preparation for the slaughter of Chinto's family



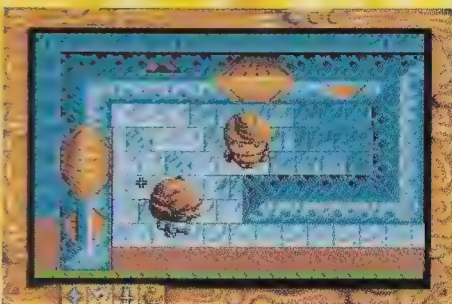
Chinto's Ma gets the chop. This is the sight that will haunt Chinto to the grave



His family massacred, Chinto cries out for his mother but no one comes. 'Sob sob'



A maze of rivers and bridges face our hero. Here he must keep one step ahead of an evil guard



This unusual perspective and characterization in Chinto's was inspired by games from the Far East



Some of the great character sprites and icons in Chinto's which look set to make this game a corker

## DOBBO'S CLASSICAL CHINESE GRAPHICS

Paul Dobson demonstrates his original approach to graphic design in the intro sequence where poor Chinto's family and home town is laid to waste by an evil overlord - apparently they have those in the Far East.



The overlord stands over his hapless victims



Chinto's sleepy home town

**This week we're off to Serv-U Computers in Northampton to see what's going down with games players. Watch out cos next week we could be in your town! The excitement is just too much for you, right?**

# STREET TALK

**Mark Jones (20)**

Actually I work here! Well, only for two weeks. I'm on holiday at the moment and Lee asked me to help out.

I'm a freelance graphic designer, and I have worked for Ocean in the past. At the moment I am doing the graphics for a Mega Drive game, but I can't say any more about it.

I own a few systems. I've got an Amiga, ST and Spectrum, and I've just bought Eye of the Beholder and Chuck Rock for the Amiga.

If I get a bit of free time I usually pop out to the flicks, or play my guitar.



**Trevor Harris (23)**

At the moment I've got an Amiga. I've been thinking of getting a PC, as I use the Amiga for business applications as well as games playing.

I play American football, and have taken up Tai-boxing, which I've been doing for about six months, and I do a lot of weight lifting.

The latest game I've got is Eye of the Beholder, which is the best game I've bought for ages. I could spend over £100 a month on software, but there's a lot of rubbish around, and that limits my spending.



## SHOP TALK

**Lee Hunter - Shop Manager**

I've been working here since it opened, which is about 18 months now. The owner is away on holiday, so I'm in charge for two weeks.

Saturday is the busiest time for us, we have to double the staff because of the rush.

We might be expanding, this means getting a bigger shop, which is really needed now, as we're really stuck for space.

The software which is really selling is role playing games, which I can see becoming more popular.

At the moment we're thinking about getting the CDTV. We feel you have to move with the times.



### Top 10 best sellers

- 1..Eye of the Beholder
- 2.....HeroQuest
- 3.....Gods
- 4.....Chuck Rock
- 5.....Monkey Island
- 6.....Armour-Geddon
- 7.....Wonderland
- 8.....PGA Tour Golf
- 9....American Football
- 10.....Mickey Mouse



**Nigel Newbury (22)**

Oh, I haven't got a computer, but a lot of my friends own systems, and they are mostly Amigas. I've been thinking about getting an Amiga, as I enjoy playing games.

I spend much of my time on computers, it works out about two hours a night. My best game on the Amiga is Kick Off II, I could play it again and again.



**Gareth Morris (14)**

My brother owns an Amiga, and I own a Nintendo console. I prefer the Amiga as the games are cheaper and better.

I'm going to buy a Famicom soon. I can afford it as I've got a paper round, which gives me £10 a week.

My favourite games are Kick Off II on the Amiga, and Super Mario Brothers on the Nintendo. I spend a lot of money on computers, I think it's about £40 every six weeks. I enjoy playing footy, and I support Spurs.

**Jamie Goodman (19)**

I've got a Master System, and I'm thinking of getting a Mega Drive soon.

I spend £10 a month on games with a Serv-U Card, which gives me discount on games.

My best game has to be the Nintendo Super Mario Brothers, it's a shame it's not available on the Master System.



**Daniel James (14)**

My brother and myself share an Amiga. I've also got a Spectrum +2 but the Amiga is my favourite out of the two. I really want to get a Master System soon, as the games are great.

I've been into computers since I was 10 years old. The latest game I've bought is IK+, which has excellent graphics, animation and gameplay.

The crappiest game I've got is Teenage Mutant Ninja (oops sorry, Hero) Turtles.



**Matthew Blackmore (14)**

Hi, I've got a Spectrum 48K, and I am ashamed of it. But, I am hoping to buy an Amiga soon. The graphics and sound are great, and the games are much better on the Amiga.

I do buy software for the Spectrum, and they are mostly budget games, there are lots to choose from.



**Chris Wimpres (14)**

Pop and dance music are my faves, especially Madonna, I think she's really sexy. I've got an Amiga 1500 and a Spectrum +3.

My favourite game on the Amiga is Shadow of the Beast II, and my latest is Fantasy World from the Dizzy series.

I spend about £10 a month on games, and I buy a lot of budget software, especially the Dizzy games.

**Glenn McIntyre (14)**

Well I've got (cough) an Amstrad and an Amiga. Computers are my main interest, but I do like football, and I support Man United.

The games I buy are mostly arcade adventures, and the most addictive one has to be Rick Dangerous II. I spend about £15 on games every month.





# ARCADE EXTRAVAGANZA



Approaching the burning tanker in *Air Inferno*. It's up to you to extinguish the blaze

There aren't a lot of new video games being brought onto the market at the moment, as most of the major manufacturers have just released their latest games and are awaiting the results from the arcades. The top five dedicated videos in London are a mixed bag of shooting, driving and flight combat games and are all taking good money in the capital's big arcades – see charts pages!

But players should not always keep an eye out for the brand new games which usually make up these type of charts because the older videos are often just as good, if not better. Players should certainly not pass by some of the old favourites.

Games such as *Air Inferno* by Taito is now about a year old, but is still to be found in a lot of arcades up and down the country. *Air Inferno* is a helicopter rescue simulation game in which the player must use his/her skill and dexterity to carry out a variety of successful missions. The game is available to the arcades in three

versions: cockpit, moving cockpit and upright. Players carry out fire extinguishing operations and rescues are carried out from a rescue operation base.

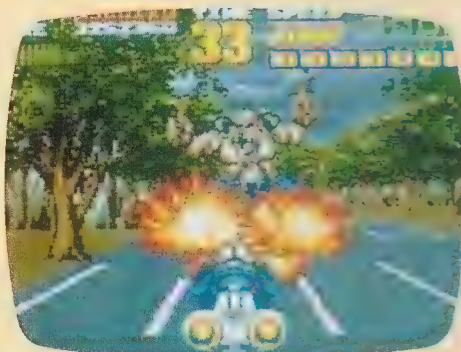
There are a total of six rounds, two paced for beginners and four for intermediate and advanced players. In the introductory rounds players are given basic training and fire extinguishing practice.

On the rescue rounds you must extinguish a blaze on an oil tanker and land the helicopter on deck; put out a fire in a skyscraper, and land your chopper on the roof; land on a volcanic island's heliport then find and rescue an archaeologist who is lost in the desert.

The game is a difficult and demanding one but it is worth persisting with because once you can get through the first couple of rounds the graphics are great and the game action packed.

Another game which was launched towards the end of last year is *AB Cop* made by Japanese video giant, Sega. This game's available in sit down and upright versions, both of which have proved popular with players.

Graphics are good and Sega has successfully



In *AB Cop*, hit the Boss who resembles an armoured vehicle and break it into pieces

come up with a bit more than just another driving game. An armed robbery has just taken place at a bank and it is your job to pursue the criminals. You must hit their vehicle and break it to pieces, arrest the criminals and their boss. The scenes as you drive along are colourful and action packed.

A game which has proved less popular but is every bit as fun is Konami's *Punk Shot*. This four player interactive game was introduced to the arcades last year and can still be found in a selected few. It's well worth having a go at for the stunning graphics alone, which really do set the game apart in the video field.

Players participate in street basketball which is a lot rougher than you might expect! Reputations are on the



*Air Inferno* – the realistic high-intensity helicopter rescue simulator

line as the Ramblers take on the Slammers – a pair of the toughest two-man teams around.

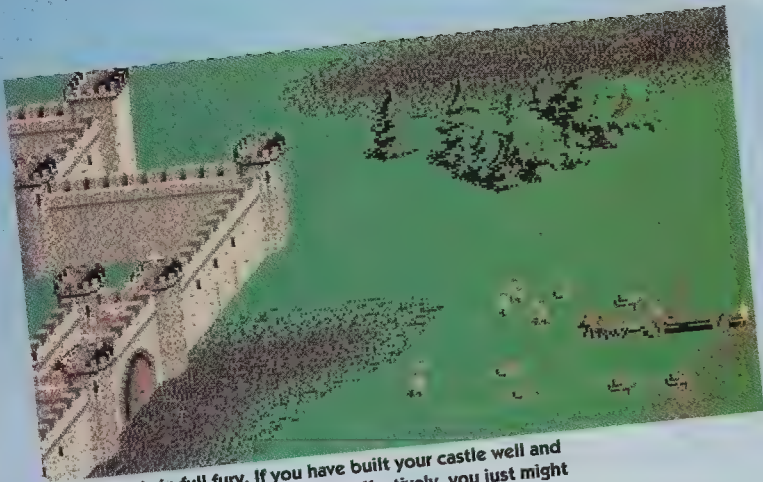
The players can choose where they want to play and how they want to play because in this game there are no rules. The only thing that matters is winning because if you don't, you wind up being an object of ridicule. Plenty of onlookers make sure of that with lots of jeering.

Each player has an eight way joystick, a button to pass and attack and a button to shoot and jump. It's a really good original game and one which should appeal to all types of players.

## PUNK SHOT



Make a fast break for Konami's rudest, raddest, hippest, hottest new hoops game, *Punk Shot*



The battle is in full fury. If you have built your castle well and deployed your archers and infantry effectively, you just might survive. But it's going to be a long and hard battle



Once you have finished your design, you can employ builders to construct it. Watch them in real-time as the chippies and brickies set about their mammoth task



Maps show the lay of the land and give information

# Sneak

# CAS

*There is a great deal of myth and mystery surrounding the medieval era. Camelot conjures up a magical and beautiful world where knights were bold and damsels were permanently in distress but game designer [unreadable] has set out to put both the myth and the reality in one game, Castles.*

**C**astles can be played on many different plains. You have the choice of living in the cold, hard calculating real world, or set your white steed in the direction of the misty lakes and distant faery tale castle turrets of Camelot.

In your quest, you could take on the guise of a peasant, a duke, a prince and ultimately King. The objective in both the mythical and the reality is to become overall ruler, by setting out on a series of campaigns and missions.

Castles has many more elements than just straightforward wargaming. Role playing has its part as you accept various challenges. As a member of the hierarchy in the realistic world, this could be quashing a peasant

rebellion or laying down the law of the land. Another aspect is to defend any part of your land which is under threat, by deploying troops and planning military conquests against your enemy.

You can choose to be a goodly knight who maintains his popularity by lowering taxes and being a generally lenient ruler. Or become an evil usurper, which usually means more action on the battlefield.

## THE BALANCE OF POWER

As King, you can set heroic conquests for your generals to keep your armies from revolting. But although you could increase your rule elsewhere, you could leave your homeland undefended and open to attack. Meanwhile, you can manipulate political and religious bodies



An archer aiming his longbow demonstrates the fine quality of the graphics in Castles

# Preview TILES



— humour the high priest by inviting him around to play chess and let him win.

The game is rich in highly-detailed graphics which depict the various scenarios, and this is demonstrated well in the pivotal part of the game, the construction of castles.

Once you have usurped control of some land, you can design a castle using a nifty castle constructor.

## AN ENGLISHMAN'S CASTLE...

Here, you can scroll around the land to look for a prime sight to build your castle on. It should be near water, on stable land and with good

visibility all round. As

architect, you can design your castle, fitting the portcullis and turrets, then

it's time to assign manpower to construct the design.

You can check on construction and watch the men as they work in real-time. You can see the bricks and chippies as they busy themselves around the scaffold.

Sometimes one poor unfortunate may fall from the rickety scaffold and

splatter on the castle grounds. Hmm, nice imagery!

Your castle design may soon be tested if an invading army attacks. Now you must become military leader as you further fortify the castle by building a moat. Then you must instruct and position your archers and infantry to defend the castle.

You can watch the battle as the enemy attack with catapults and battering rams and your army retaliates with arrows and boiling oil. If the castle sustains damage your builders must repair it before the enemy scale the walls and take control.

If this all seems too hard and realistic, you can always escape to the magical mystical world of Camelot. Here you can leave the politics and religion behind and concentrate on courting the local princess.

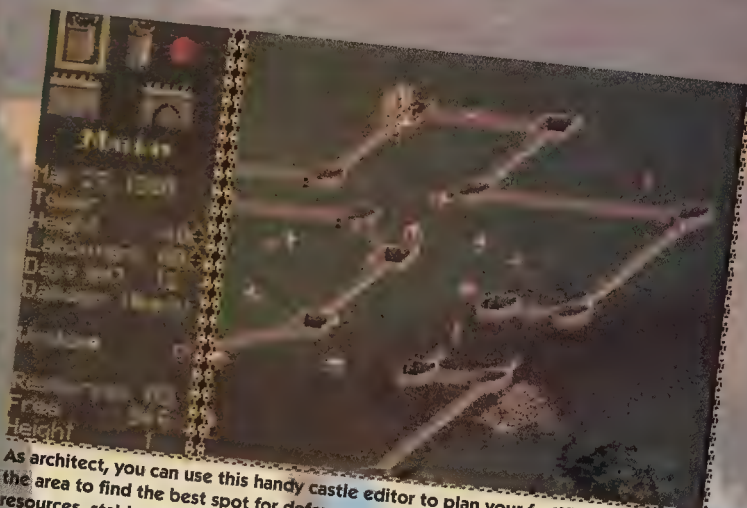
The hardened enemy troops are replaced by mystical beasts. But even in this magical land, the objective is usurping land and getting rich.

Castles is being produced for the PC with Roland and Ad lib sound card. Amiga and Mac versions are due later on in the year.



With the support of the Holy Church and the Order of the Three great Knights...

Political intrigue! Two unions combine to form an even more powerful force



As architect, you can use this handy castle editor to plan your fortification. Scan the area to find the best spot for defence. Taking into consideration water resources, stable ground to build on and good visibility all round





## GO-GLOBAL

An essential selection of what's hot and happening, edited by Leslie Bunder

**MUSIC...** A few years back a rap group by the name of **Silver Bullet** bought out a crucial hard hitting rap called **Twenty Seconds To Comply** which took samples from **Robocop**.

Now the first **Silver Bullet** album, **Bring Down The Walls: No Limit Squad Returns**, is out. If you are into experimental rap that is going into the future check it out!

If you thought **Pete Waterman's** **PWL** label just meant **Kylie**, **Jason** and a whole host of other recyclable pop, think again. Over in the States and coming to the UK shortly is hardcore rap group **Ed OG And Da Bulldogs...**

Their debut album **Life Of A Kid In The Ghetto** should have you strutting your stuff.

Watch out for the name credits on **Amiga** and **ST PD**. Over the past few months those crazy chappies **The KLF** have been releasing demos onto the **PD** scene.



**MOVIES...** Yes, all those rumours you've been hearing are turning true. **Peter Weller**, **Mr Robocop** himself will not be appearing in **Robocop 3** - currently in pre-production.

Early reports suggest that it will get a **PG** or **12** certificate when released late this year or early next year in the UK.

After **Moonwalker** flopped,

**Michael Jackson's** record label, **Sony** is giving him huge amounts of dosh to produce and star in other movies for **Sony's** **Columbia Pictures** offshoot.

If you want to see one of the best 'behind the scenes concert' movies then check out **'In Bed With Madonna'**...

The movie was shot in black and white, will have a **15** certificate and gives a real insight into the life of **Madonna**. Talking of **Mads**, she is to play **Martha Graham**, the mother of American modern dance in a forthcoming motion picture...

**VIDEO...** Get ready to swing your pants! That crazy duo, **Trev and Simon**, stars of **Going Live!** now have their own video out. **Trev and Simon's** **Other Video** features 75 minutes of sheer madness.



**TV...** **Different Strokes** one of the most popular multiracial comedies about two black boys adopted by a wealthy white widower is to be re-run on **SKY 1**.

This hit show which stars the once popular **Gary Coleman** looks set to prove a favourite with **TV** viewers again. **Different Strokes** starts **Wednesday 5th June** at 5pm.

**Back To The Future** will shortly be appearing on **TV** as a cartoon series! All the original stars of the movie will provide the voices so expect to hear **Michael J Fox** later this year. Maybe this time his character will look the right age!

## INDEED!

Well, it's time for **Mel Griffiths** to make an appearance.

So what does **Mel** like to do in her spare time, seems that like every other major personality around the world, **Mel** has got a **Game Boy!** Her fave games? Well none other than **Tetris** and **Mickey Mouse**.



**Tomy** has a new game of complete mayhem action **AAAAGHH!** calls for a cool head and a steady hand as you guide five steel balls around an obstacle course before time runs out. Priced around **£7.95** **AAAAGHH!** is out now!



Shock horror! Yes, all those rumours you've been hearing are true. **Jelly Tots**, those rather yummy fruit flavoured jelly sweets are back. Check 'em out at your nearest sweet shop before they're all gone. Now which end do you start with?

Rather a jolly good exhibition is going on at the mo at the **V & A** museum. The **Art Of Selling** songs traces the way in which music, both popular and classical has been marketed over the last two hundred years. Seen here is a selection of **London** dance music club flyers many of which have been designed using **Mac** and **STs**. The exhibition is open **Monday-Saturday** and closes **23rd June**. Contact the **V & A**, **South Kensington**, **London SW7 2RL**. Tel: **071 938 8364** for more details. Don't miss it.






Canon has just launched a new camcorder aimed at the first time user. The E60 offers fully automatic programs including automatic focus for perfect filming. For those who wish to be creative, control can be switched over to manual. With other features including 8x zoom lens, remote control, built-in character titler and auto date and timer insertion, the E60 at just £599.95 is great so get out and go filming!



Feeling lonely and down, don't despair 'cause Koosh Kins are now out and looking for new friends. At just £5.50, these cute and rather nicely coloured creatures are an essential item to have and be seen with. Each kin has movable arms and these can grab onto objects such as bikes, desks and even your monitor. Check them out in various colours and characters from all good toy shops and department stores.



Mr Rubik is back with the Aerubik collection. Just when you thought you'd seen the last of him, a new selection of budget priced puzzles has been launched, ranging in price from £4.99 to £7.99. The collection is designed to stretch and relax the mind as well as to provide hours of fun.

 **Howdy pards, welcome to the all new and improved X-IT pages. Lots of photos are starting to appear, but please, please make sure the quality is good. We'd like to print more pics, but most of those we receive are substantially iffy. Write to: X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

# X-IT

## FURRY FRIEND



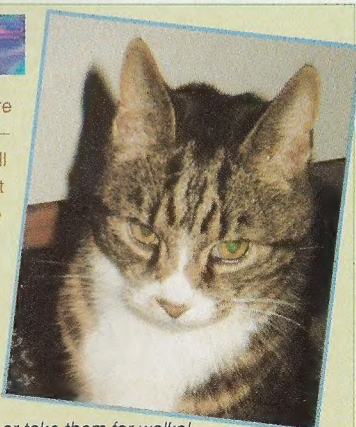
As you can tell from my picture I'm a cat (Never have guessed – Uncle X). I just wanted to tell you that I think your magazine is brilliant and also wanted to ask if you are going to be reviewing games for the Sam Coupe.

**Freddy, Wisbech.**

Thanks for the letter Fred, didn't realise we had such a wide readership. Wish my dogs were as clever as you – wouldn't have to remember to feed them every day or take them for walks!

We've had such a response from Sam Coupe owners that we are seriously considering sorting you lot out. What kind of games do you play Freddy? Tile based ones?

As for your owner, whatever his name is, if he would care to write to me he might, just might get himself a highly sought after Games-X T-shirt.



## PC POWER

Will you be reviewing more Lynx and PC games in the future? In my school (Merchant Taylor's School, Crosby) we had a poll on the different computers.

The result was:

- PC – 59%
- Amiga – 13%
- ST & STE – 10%
- Amstrad – 5%
- Spectrum – 5%
- Hand helds – 5%
- Consoles – 59%
- Abstained – 1%

I think that this is pretty good evidence for PC reviewed games – don't you? I would really like a T-shirt or game!

**Dave Black, Liverpool.**

Slightly on the well-off side are we? Nearly 60 per cent of your interviewees play games on PCs – proper computers? Wish I could afford one of them to cavort on!

As the Lynx games come in we will review them, but as for the PC, these will only be reviewed if they are either the first or only format published. If a PC

game comes out after the other formats you will find it mini-reviewed in the Access to all Formats page.

Tell me, why should anyone want to abstain from a poll like yours – hardly political?

## MORE!

There are just a few things about Games-X that trouble me. (You're starting to trouble ME son – Uncle X) One thing is that the game reviews seem to be a bit on the short side – any chance of extending them?

The other is the dartboard system of scoring (STOP – Uncle X).

Apart from these you've got a cool mag, and it should go far!

**Robert Parry, Southport.**

Listen to me dear boy. We have enough problems trying to fit everything in as it is without extending reviews. I also don't think our reviewers would be too chuffed if I bumped up their word count – overworked, underpaid!

For positively the last time, the dartboard system is finished, obsolete,

out of the window, gone forever, OK!

Should go far, eh – want a job as a publisher? (Excuse me? – Hugh)

## WRONG SEX

Please, please, pretty please can you sell me some Game Boy games – Super Mario Land, Duck Tales and others for £10 each. I love your magazine!

PS If you can't write back, ring me after six on Saturdays, only don't print my phone number – it is 081... (got you going there, eh? – Uncle X).

**Rowland 'Crawler' Okereke, London.**

What are you on? Where do think I can get Game Boy games for £10? This mag ain't no charity you know. And what's the big idea signing off with love?

Now, if you had been an attractive young lady I might have been able to do something for you...

## MASTER SYSTEM BLUES

For Christmas I was given a Sega Master System Plus so please can you do some reviews for my machine, because no other magazine bothers about it.

**Nyall Simpson, Sale.**

Not quite true on the other mags, but we have reviewed and will continue to review Master System games.

## SAVE GO-GLOBAL

I'd just like to say what a great read Games-X is. I can honestly say I have moved a pile of C...h magazines to make room for my new collection.

I think the balance of topics is just about right. I have to disagree with the people who think that Go-Global is a waste of space. People may buy Games-X to read about computers, but sections like Go-Global break up the magazine, after all a computer only mag can get a bit tedious.

So keep up the good work and, "long live Go-Global!"

**Darren Randle, Gravesend.**

Well that's Boy Bunder's job safe for another week. This guy hides under the desk when the letters lady comes round in the morning!

Seriously though, the reason Go-Global was put in the mag in the first place was to add a bit of light relief to a completely games orientated mag. Let us know if you like it, Boy will be pleased!

## CONSOLE QUERY

I have a problem. I have over £100 to spend on a hand held console. I don't like the Game Boy because it only has black and white LCD graphics.

I also don't think that the Lynx is half as good as is technically said of it. The

PC Engine GT costs too much. So that leaves the Game Gear.

Its graphics, in my opinion, look better than the Lynx's and it's got more games. The trouble is I don't know enough about the Game Gear. Help!

**Philip Woodland, Cheltenham.**

Did you see Issue Two with its 'Fist Fight' feature? That detailed all the pros and cons of the different hand helds.

To rule the Game Boy out merely because of mono graphics is a bit harsh. It's a delightful little machine with a huge number of available games, most of which are extremely playable.

The Lynx is an excellent machine as well. Although it has suffered from poor software availability things are now well in hand with simply loads being brought out in the next few months.

As for the Game Gear, well it's a good all rounder. Compact, good screen and quite a few games around already – don't like the feel of the case though, bit tacky Sega!

I reckon NEC should officially import the PC Engine GT into the UK. It's one hell of a machine, and who knows how low the price will be on proper imports!

## STRANGE PERSON

In other computer magazines there are a lot more shop advertisements telling you what they sell and what games they have in stock. Why can't you have more of these because I enjoy reading them.

My second reason for writing is that I thought Games-X could have a page where people advertise for sale any old games, computers and consoles. This way people all over the country can get to know about what you want to sell.

**Rob Wilson, Derbyshire.**

So you're an avid ad reader! Strange person, but I'm sure our ad sales people would be interested to know about this new breed of people. In that case, come on all you mail order companies advertise in Games-X, people out there need your services!

Your suggestion of a classified page has already been acted on – see page 41 in Issue Four, folks!

## WHICH TO BUY

I am thinking of buying a computer just for playing games, but I can only spend about £200 (Only £200 he says, must have wealthy readers! – Uncle X).

Can you tell me which one to buy? I've been looking at the C64 and the Spectrum, but can't decide on which is best.

Can you help?

**K Sheldon, Bilston.**

Can I help indeed! Can birds fly, does night follow day, can Dr X offer game advice? Well maybe the last one doesn't work!

Sure I can help, but there's no way

I'm going to tell you what to buy. If you think I'm going to get myself accosted by thousands of screaming advocates of the ones I didn't recommend, you have another think coming.

However, if it's a machine only for playing games, don't rule out the consoles. Have a natter with your local dealer, he's in more of a position to recommend hardware. Just bear in mind the added cost of accessories when buying a computer - you know, tape loaders, disk drives and the rest.

### MR IDEAS

Brill mag, keep it up! Here's a few ideas on how to improve it. (Move over Hugh Gollner - Ed)

- Phone in - instead of just writing in, why not have a dedicated line for us to ring in and leave messages.
- Monthly - at the end of every month why not sell that month's copies bundled into one package.
- Famous people - why not have a famous computer literate person answer questions on his favourite games etc.
- Reviewers - please don't lose any of your lads and lassies. It really gets on my nerves when a mag changes its staff.
- Why don't you have a money-off Games-X voucher in other magazines so more people can afford your mag.

**Darren Ramsey, Dagenham.**

Full of it aren't you, Darren!

- Considering the number of letters we get in, I don't think the telephone line is a good idea - you'd never get through. I also don't reckon he who pays the phone bill will be too chuffed either!
- We're trying to educate you out of the idea of a monthly, not encourage it.
- The famous people thing is already being considered - anyone else like the idea?
- We can't give our reviewers away let alone simply lose them. Sorry Alex, John

and Brian, you're a great bunch of lads (Snigger, snigger - Dr X).

● Money off vouchers! We're practically giving the mag away as it is. Don't call us Darren...

### CUTTING COMMENTS

I've been buying two copies of Games-X each week (I love you, I love you - Uncle X) to take advantage of the Mercenary offer without having to chop up my copy of the mag - I gave my mutilated copies to my nephew, Davros (Obviously not a favourite nephew - Unc).

Now I've got all the tokens I told him he'd have to buy Games-X for himself in the future (Skinflint! - Dr X). He told me that he wouldn't buy any mag with half the front cover missing and that with my experience of life I should have known better as well.

Poor old Davros, he only owns a calculator - calls it a Speecy or something.

**Don McKie, Hull.**

Didn't realise Speccies were that good. Ouch, sorry couz!

My cousin Dazzle owns one of these wonderful machines and wants nothing else from life - poor demented soul.

### DON'T BOTHER

Had an anonymous letter from a real donkey advocating piracy. What do you think of him, folks? Moron, cheat, thief!

In other words if anyone has any similar ideas, don't bother - letters like that certainly won't get printed and I think you know where they'll be filed!

Thanks for your scrawl, I really don't care what you write in about, this is your problem page. Don't be boring and write in about computers all the time - get interesting and maybe even mildly amusing.

## CHEEK OF THE WEEK

This is a new section in the greatly expanded X-it column. If you've got the nerve you should feature here. Anything goes!

Like Lee Baxter of Canning Town who sent in photocopies of nearly every cheat page Zero had ever published, just in case we might be able to use them. Thanks Lee, but no thanks. We like exclusive and original material.

### WARRA NERVE

#### CHEEK LETTER

Please could you put my name in to Games-X magazine so I can impress my friends. They will go absolutely bonkers with jealousy.

Also I'd like a free game (Tough! - Uncle X) because I've finished all my games except for Barbarian II.

PS If you see my Dad at the telephone (any power - Uncle X) or door, show him the paper and he will let you see me (is this all in code or what?) - Unc.

**Dosthogir Ali, Somewhere in time.**

There you go my son, just for the cheek of it. Didn't quite get the drift of your PS though!

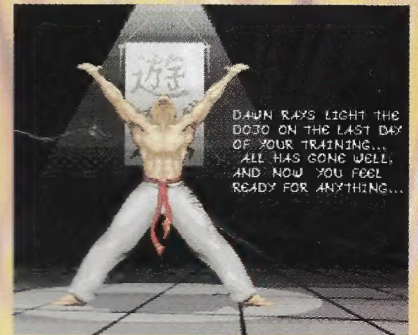
Any strange requests will be considered, merely write to your favourite Unc and mark the letter Cheek of the Week.

# IN NEXT WEEK'S COOLEST MAG

★ Interviewed - those wizards of the racing game, **Magnetic Fields**

★ What's going to be worthy of the **Game of the Week** accolade next time around?

★ Five great pages of tips, including a double page of hints on **Team 17's Full Contact**



★ And we know how much you enjoy those letters!

★ Are we going to hit your town next in **Street Talk**? We don't even know ourselves!

## WHO DUNNIT?

### EDITORIAL

**Launch Editor:** Hugh Gollner  
**Deputy Editor:** Chris Stevens  
**News Editor (North):** Nick Clarkson  
**News Editor (South):** Jason Spiller  
**Production Editor:** Pam Norman  
**Consoles Editor:** Paul Rigby  
**Senior Staff Writer:** Alex Simmons  
**Staff Writers:** Leslie Bunder, John Davison, Brian Sharp  
**Contributors:** Justin Adair, George Wesley

**Production Manager:** Carolyn Wood  
**Ad Consultant:** Rita Keane  
**Marketing Manager:** Neil Dyson  
**Mkting Consultant:** Michael Meakin  
**Publisher:** Hugh Gollner  
**Managing Director:** David Hirst  
**Chairman:** Derek Meakin

### PUBLISHED BY

**Europress Interactive Ltd,**  
Europa House,  
Adlington Park,  
Macclesfield, Cheshire SK10 4NP.

**Tel: 0625 878888**

**Fax: 0625 876669**

**Printed by BPC, Colchester,**  
**tel: 0206 851665**

**Distributed by Comag,**  
**tel: 0895 444055**

### ARTWORK

**Art Editor:** Jonathan Ross  
**Features Art Editor:** Fiona Howarth  
**Asst. Art Editor:** Rob Sharp

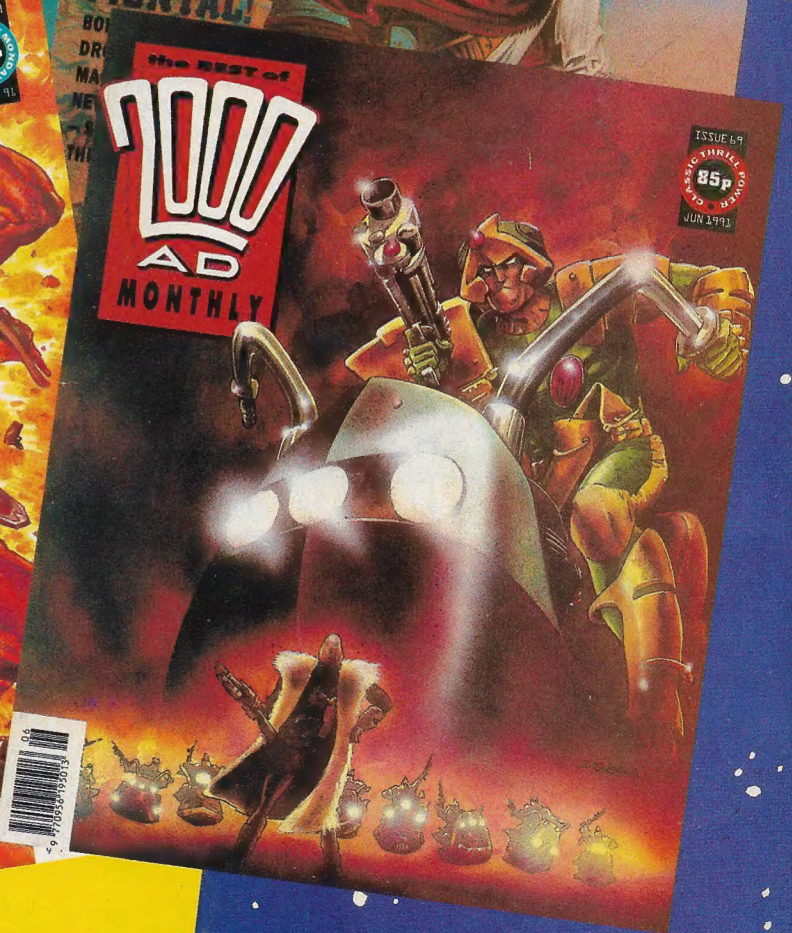
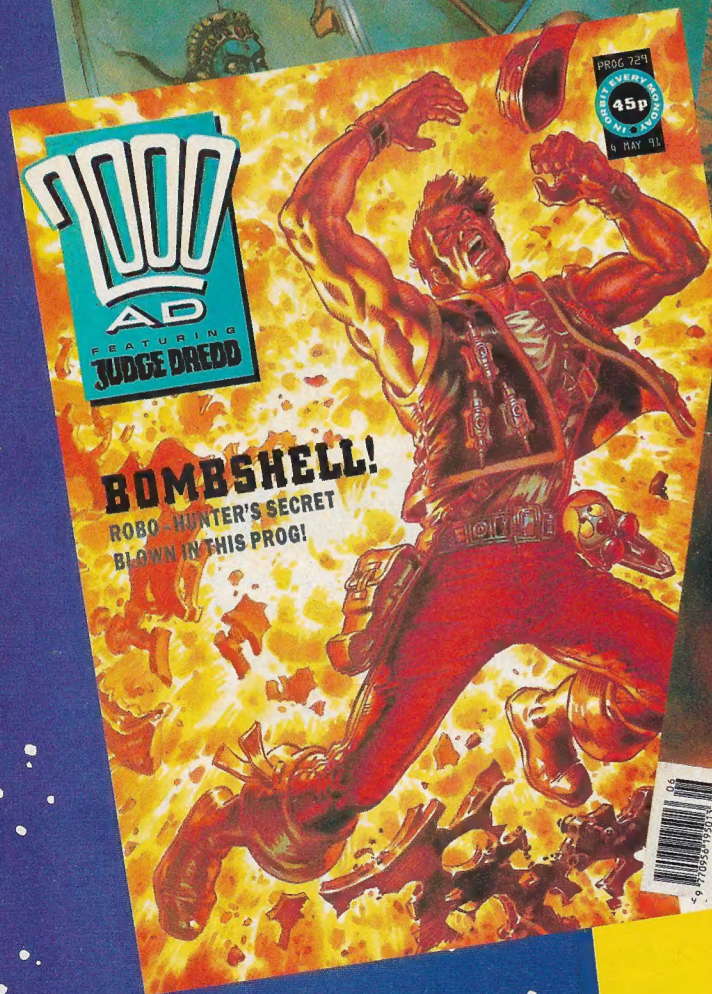
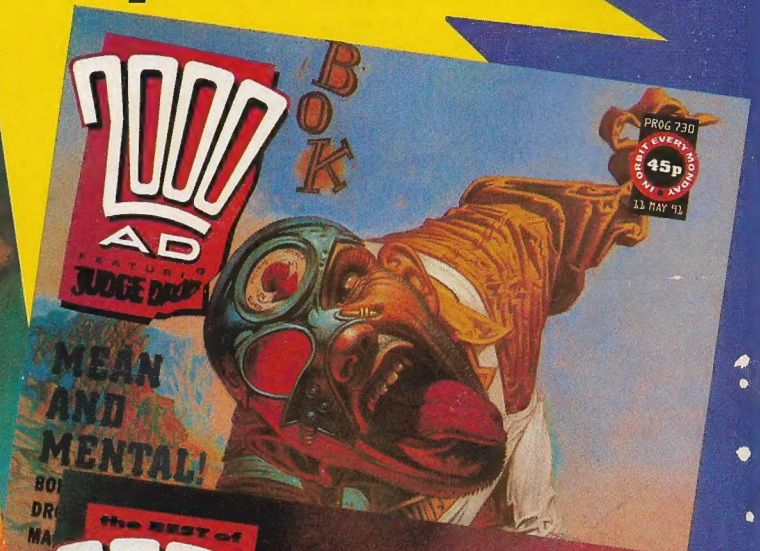
### COMMERCIAL

**Group Ad Manager:** Nadia Lawlor  
**Ad Manager:** Steve Darragh  
**Circulation Director:** John Burns

**Games-X original concept and design by Hugh Gollner**

# THRILL-POWER!

*...not frill-power*



on sale at all good newsagents and comic shops